INSIDE: THE NEW EA STRIKE GAME – EXCLUSIVE PICS!

MEAN MACHINES SEGA

$7.50
75.00 Asch
12,000 LIRE
JUN NO. 44
£2.75
06
9 770967 901030

SATURN EXCLUSIVE

OLYMPIC GAMES & OLYMPIC SOCCER

GOING FOR US GOLD

ULTIMATE MK3

REVIEW!

ROAD RASH PREVIEW

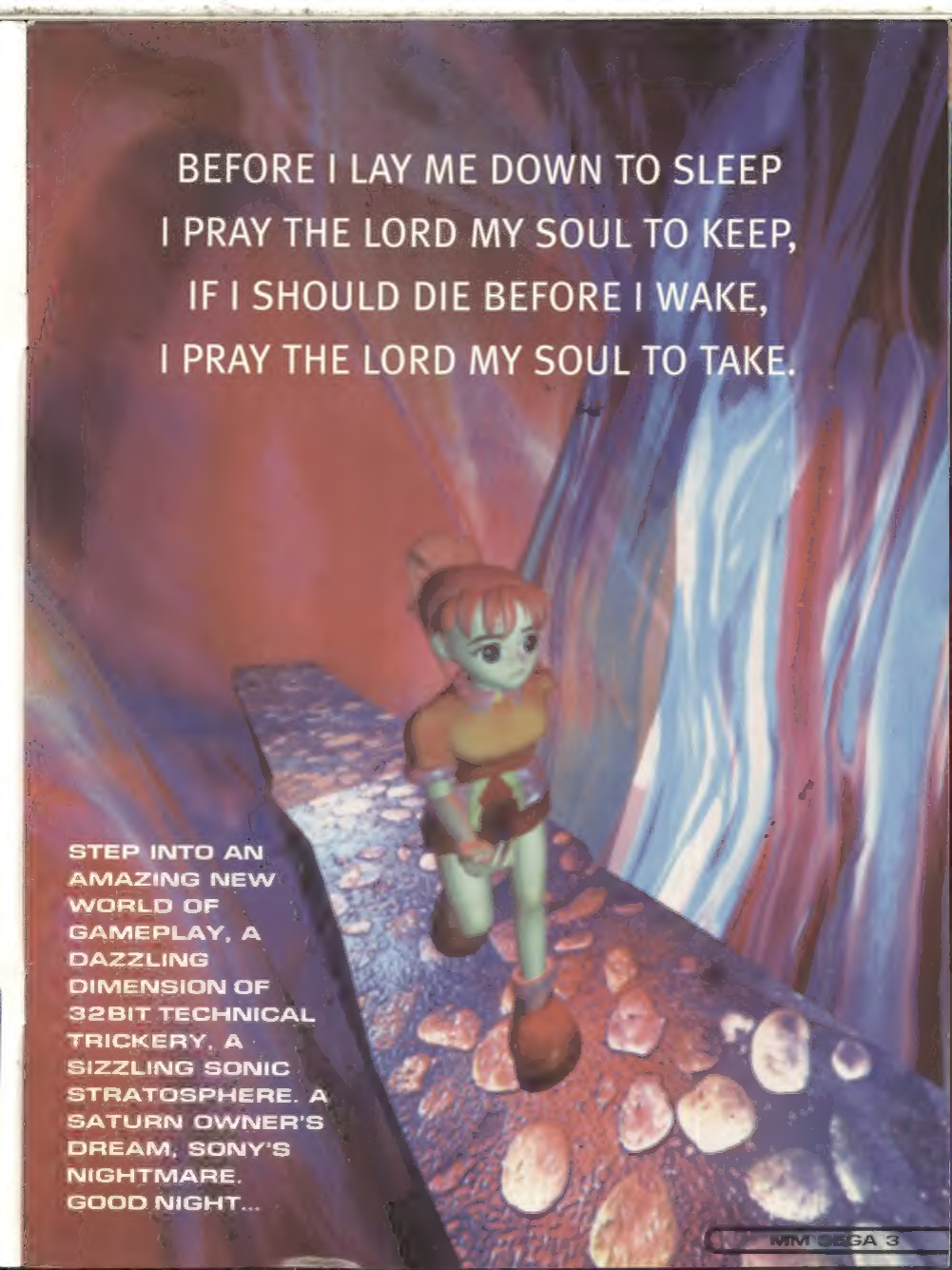
HELL FOR LEATHER!

THE MOST AMAZING 32-BIT GAME EVER!

NIGHTS!

FOUR EXCLUSIVE PAGES IN YOUR OFFICIAL MEAN MACHINES SEGA

I CLEAN MY FACE WITH **OXY DAILY WASH** EVERY MORNING BECAUSE I DON'T WANT SPOTS. **IT CLEARS MY PORES** OF THE MUCK AND GREASE THAT CAUSES THEM. **SPOTS? OXYCUTE 'EM!**


BEFORE I LAY ME DOWN TO SLEEP
I PRAY THE LORD MY SOUL TO KEEP,
IF I SHOULD DIE BEFORE I WAKE,
I PRAY THE LORD MY SOUL TO TAKE.
STEP INTO AN AMAZING NEW WORLD OF GAMEPLAY, A DAZZLING DIMENSION OF 32BIT TECHNICAL TRICKERY, A SIZZLING SONIC STRATOSPHERE. A SATURN OWNER'S DREAM, SONY'S NIGHTMARE. GOOD NIGHT...

CONTENTS

COVER STORY

MEAN MACHINES EXCLUSIVE

OLYMPIC GAMES 20

US Gold's forthcoming Saturn epic examined in every detail bar one – yes, a whopping eight pages without a single mention of Linford's lunch box.

FEATURES

SEGA WORLD 10
The hedgehog's taking up residency in London, and he wants you all to pay him a visit...

OLYMPIC SOCCER 28
Radio 5's Alan Green takes the mike for the official footy title of the Olympic Games (no).

NIGHTS 32
We sneak a peek at Sonic Team's new dreamscape fantasy. Elm Street was nothing like this.

SHINING WISDOM GUIDE 52
Steve's epic trek through the Wendle kingdom continues. This month: trouble in Legoland.

HEART OF DARKNESS

SEE NEWS

REGULARS

EDITORIAL 6
We turn the clock back to the classic comp crusade waged by the crew of Blake's 7.

NEWS 8
Dit dit dit, dit dit dit, dit dit dit, dit dit dit, chuggo chuggo. From around the world – news!

CREAM OF SEGA 14
57 varieties of delicious hedgehog soup for your dales/inbox.

STEVE'S TIPS 48
The tipsmeister holds they key to unlocking X-Men COTA, Street Fighter Alpha, Vectorman, Worms and more.

OUT NOW 90
Street Fighter Alpha, Veloce Valley Golf and Shellshock are dusted down and given a make-over in shiny new slimline cases.

MEAN YOB 92
Just when you thought he could take no more, it's time for the rematch of the century. Ladies and gentlemen, the daft destroyer faces Mr Paul Johnson.

Q&A 94
"What's in Q&A?" I asked Steve. "Well," he smiled, "questions... and answers."

MEGAMART 96
The bizarre acid experiments of the advertising department finally propel them beyond the reality checkpoint.

NEXT MONTH 98
To be continued...

60

ULTIMATE MORTAL KOMBAT

CONTENTS

REVIEWS

MEGADRIVE

CUTTHROAT ISLAND 69
More rubber-lipped roguery with Captain Geena Davies. Well, we're scared.

GAME GEAR

VIRTUA FIGHTER ANIMATION 64
In which our favourite chopsocky stars check in for some soap opera slow downs.
MEAN MACHINES EXCLUSIVE

SATURN

KING OF THE FIGHTERS '95 50
The first Saturn game to come bundled with a cartridge. Steve does the Duel Rom. Rom. The Duel Rom. Rom.
MEAN MACHINES EXCLUSIVE

ULTIMATE MORTAL KOMBAT 3 60
Decapitate, maim, melt, crush and mangle. And that's just the intro sequence.
MEAN MACHINES EXCLUSIVE

VAMPIRE HUNTER 68
Your chance to tore into a giant cod and slam dunk your opponents into a battering they won't forget.

EURO '96 72
The intriguing politics behind the controversial proposals for European monetary union are brought vividly to life in this fascinating recreation of a crucial debate. Actually, it's another footy game. Sorry.

THE HORDE 76
Fend off an onslaught by pot-bellied red blokes. And a load of hammy actors.

GUNGRIFFON 80
Meep meep meep, meep meep meep, meep meep meep. Brrrrrrrrr. That's what this game sounds like. Honest.
MEAN MACHINES EXCLUSIVE

REVOLUTION X 84
Whereas this effort is graced by the silky smooth sounds of Aerosmith. I know which we prefer.

PREVIEWS

SHOCK WAVE ASSAULT 36
The FMV Squadron are back for another interactive mission.
MEAN MACHINES EXCLUSIVE

ROAD RASH 38
EA's classic motorbike game is in development for Saturn. For more excruciating than getting an embarrassing itch when you're stuck in a traffic jam.
MEAN MACHINES EXCLUSIVE

PRO PINBALL 42
Dow dow dow, diddley diddley diddley waaaaaaaaa arachnoy. This one's got music by Bruce Fenton and Jono Barns.

INCEWORLD 90
6K of a misleading title for the Terry Pratchett-inspired game which doesn't have music by anyone we've heard of.

3D LEMMINGS 48
It's up to you to save the legions of blue depressives from a fate worse than a bad hair day.

EDITORIAL

PLANETARY SHIFT

Now we're into the show season, last month saw the ECTS show in London. Although the show was pretty boring overall, the attitude to the Saturn had changed remarkably since last autumn, when third-party Sega games were thin on the ground and Sony was talk of the town. Although we won't pretend that the Playstation doesn't exist at MEAN MACHINES, the current evidence is that the big games producers are taking the Saturn deadly serious. I must have counted about 30 new projects planned for this year from UK software houses alone, stuff like Quake, Deathtrap Dungeon, QAD and UEFA Champions that there just hasn't been space to talk about, and just think about Heart of Darkness coming first on Saturn. This month's news section is exceptional, even for us. The news is also good for Sega. The recent price drop led to an upsurge in demand for Saturn, and the prospects for Christmas will be bolstered with the thought of VF3 coming this year, Fighting Vipers, Virtual On, and of course, Nights. I am going to the BIG SHOW: E3 in Los Angeles, and the magazine goes to press a day after it closes. This means that next month, MEAN MACHINES will have all the major releases of '96 detailed before any other mag in the world. Frightening but true — just don't miss it.

GUS

MEAN MACHINES PHONE PESTS

Don't get us wrong – 99.9% of our readers are excellent individuals who we would be happy to conduct lively and intelligent conversations with. There is, however, a mind-numbing minority. A core of persistent phone callers who either send us to sleep with boredom or send us up the walls in frustration...

PRINCE HARRY

"I have interrupted my morning Earl Grey to raise a matter of the most pressing urgency with you. While browsing through Sega Saturn Magazine I noticed an advertisement for a new periodical called Gamespotting, and I was pondering whether you were the originators of this promising new venture." Erm, sorry Lord Snooty but you were reading an advert for the next issue of MMS that we made in the style of the Trainspotting movie poster. Sorry if that wasn't blatantly obvious.

BLAKE'S 5?

We tune our TV dials to UK Gold, and turn the hands of time back to a halcyon age of, er, classic science fiction...

GUS

"I've chosen evil baddy Servalan for my Blake's 7 lookalike character," purrs Angus. "I admire her ruthlessness. Machiavellian ambition and fabulous frocks. And I think I've got the hair for it." The evil Federation's Supreme Commander terrorised Blake's freedom fighters (editorial staff?) through four years of spacebound drama – essential viewing in the Swan household. "Blake's 7 was only challenged by Space:1999. That programme's use of Lycra was years ahead of its time, even if all their television sets were black-and-white."

CLAIRE

"Everyone reckons I'm a dead ringer for sexy space smuggler Jenna," says a dubious Claire, who is admittedly lacking in the necessary crushed velvet platform boots. "Blake's 7 wasn't the best telly sci-fi though. My favourite Doctor Who episode was the one with the giant spider [Planet of the Spiders – broadcast 1974] and the scariest Star Trek was the one with the flying pizzas that stuck to people's backs [Operation Annihilate – first broadcast 1970]." Educated guesses of Claire's true age are invited at the editorial address.

MARCUS

"I've chosen Blake," says Marcus. "Although ultimately misguided, Blake was an idealist. He believed that dignified resistance would topple Servalan's Federation (but not editorship), and he never wavered in his struggle to stamp out corruption and evil. There are obvious similarities between his character and mine – we are kindred spirits treading the same path towards truth, honour and justice." Which is odd really, because everyone else thought the resemblance ended with them both being a bit fat.

MR. MELBOURNE

"G'day from the land of Oz." Well it was a good day until you rang up mate. His calls have become as regular, and as predictable, as Neighbours. They go something like this. (Dials number) "Hello, can I speak to MEAN MACHINES please blue?" (Get's put through) "Do you review PSX games?" Yes, he still hasn't grasped the fact that we are a Sega magazine. He hangs up...then calls Saturn mag too. ASK FOR PLAYSTATION PLUS AT RECEPTION, OK?

MR. M2

As much as we love our foreign readers, some of them are one song short of a musical. Take the Dutch bloke we've dubbed Mr M2. Don't ask us how, but someone has drilled it into his head that the M2 add-on for the 3DO is coming out for the Saturn. Stupid enough in itself, but when he phones up every fortnight to ask when it's coming out his obsession creeps into madness. "Hellooo...I vonder if...you can tell...me when M...2 iz coming out for ze Sat...u..r..n..." Never. Sod off and pick a tulip.

Mr M2 dreams of the day he'll insert his Saturn into his expansion slot. But alas, it'll forever remain a dream.

CRY BABY

This little chap phones up asking for tips on ancient games like Talespin, Talmit's Adventure and Micro Machines. Then, after we tell him no-one in the BUILDING has the cheats, he phones C&VG and Saturn mag who are on the same floor as us, asking them exactly the same thing. But because Saturn mag don't cover Megadrive games any more, they put him back through to us! And to top it all off, he always sounds like he's going to piss his pants and cry. I think he must know how we feel when we talk to him.

BOB FLEMING

"Good Evening, cough cough, Bob Fleming here, cough. with more banal questions, cough, to the MEAN MACHINES, cough, team." Basically, this bloke rings us up one afternoon with a whole list of questions to ask but, like the spluttering gardener from The Fast Show, can't get more than three words out at a time before coughing his bloody guts up. God knows what the end of his phone must look like when he's finished on it. Let's just hope it's fitted with a phlegm pump.

FREEBY FRENZY

The classic widescreen movie Daleks Invasion Earth 2150AD is released on Warner Bros/ Beyond Vision home video on 13 May. We have five copies to give away – simply tell us the name of the Doctor's time/space machine and if you correct answer is lucky enough to be picked out of the hat you'll win a tape and save yourself £12.99. Address all entries to us, marked EGG WHISK.

Japanese animation [illegible] AD Vision have given us five copies of their latest action video, Gunsmith Cats, directed by Anime master Kenichi Sonoda. As well as giving away 5 tapes, which go on sale 6 June at £12.99, each of our lucky winners will also receive a giant Gunsmith Cats 'goo gun'. Simply tell which famous Sega character stars in his own cartoon series.

Address all entries to us, marked COOL CATS. All entrants must be aged 15 or over.

LUCY

"Blake's 7 is very special to me for two reasons," says Lucy. "Firstly, I had a massive crush on Avon – I thought he used to look dead sexy in all that black leather. Secondly, every other episode looked like it was filmed in Newcastle – all that concrete makes me quite homesick." Lucy has selected telepathic alien beauty Cally as her Blake's 7 lookalike. "My favourite part of Blake's 7 wasn't a particular person, however, it was the spaceship. A design triumph, both inside and out. Even if you could see the strings holding it up."

STEVE

"Er, what's Blake's 7?" asked Steve, who opted for a picture of an evil Federation guard. Mr Key's taste in TV sci-fi is a bit more up to date, his current faves being The X Files and Star Trek:The Next Generation. "I prefer to watch my special effects state of the art, not state of the ark." While pondering this curious attitude, we were, however, bemused to notice that a saucy Gillian Anderson poster had been torn out of his recent copy of a well-known men's magazine. "It had an X Files episode guide on the back!" he protested.

GAMES DECATHLETES

DALEY THOMPSON
Steve 'Whitley Boy' Merrett
SEB COE
Angus 'Anthea and Emma' Swan
SALLY GUNNELL
Claire 'Play Doh' Coulthard
ROGER BLACK
Marcus 'no milk today' Hearn
DIANE MODAHL
Lucy 'popular, apparently' Hill
STEVE BACKLEY
Steven 'Ackenright' Key

FREELANCE VAULTERS
Dave 'Putty Pigeon' Kelsall
Jaime 'Bleached' Smith

SERGEI BUBKA
Harry Attoll
FLO JO
Liz Merrett
ZOLA BUDD
Tina Hicks

SPECIAL THANKS TO: Susie Hamilton for a lovely dinner, Shaq for her immaculate powers of organisation and cake, Andy Bebop and all at Silicon Dreams for much assistance.

EDITORIAL ARENA: EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
TELEPHONE: 0171-972 6700
FAX: 0171-972 6701
PRINTING BY: Cooper Clegg
COLOUR: Sarah-Jane Leaney, Gary Lord and Sarah Best
DISTRIBUTION: BBC Frontline
PRINTED IN THE UK
© EMAP Images 1996

COVER: Image supplied by Sporting Pictures.

IMPORTANT: This issue's competition entries must reach us by 17 June 1996.

SUBSCRIPTION & BACK ISSUE ENQUIRIES
TOWER PUBLISHING
TOWER HOUSE
SOVEREIGN PARK
LATHKILL ST
MARKET HARBORO
LEICESTER
LE16 9ET
TEL: 01858-468888

SUBSCRIPTION RATES (12 ISSUES INC P&P)
United Kingdom and BFPO: £30.00
Overseas Surface Mail: £36.00
Airmail Europe and Eire: £42.00
Airmail Zones 1 & 2: £66.00
Airmail Zone 2: £69.00

Back issues UK: £3.50 each
Back issues, rest of world: £4.99 each

MEAN MACHINES SEGA is the exclusive copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in legal action.

COMPETITION RULES
Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. And you can forget those multiple entries too, fella!

MEAN MACHINES SEGA use Dolby Surround Sound to test out all featured software.

DOLBY SURROUND

NEWS

This month's news is virtually all exclusive because we were at the ECTS show, where a raft of Saturn projects were anounced, practically transforming the software outlook overhead. Now salivate over these Soviet Strike pics.

STRIKE'S BACK!

SOVIET STRIKE

BY: EA

SATURN

RELEASE: NOVEMBER

ORIGIN: USA

What so many of you have been waiting for: EA announce the next in the Strike series. Soviet Strike has a November release date, and by EA's own admission will be their most important release of the year. Not surprising, as the Desert, Jungle and Urban Strike trio are some of the most engrossing games in history. These pictures of early work show EA calmly taking a revolutionary overhead perspective, rather than slavishly going for the 3-D cockpit angle expected of 32bit. It doesn't look any less spectacular for it. We're promised an explosion of details within an issue or so, so don't miss it!

MEAN MACHINES

VARIOUS GAMES

BY: CODEMASTERS

SATURN

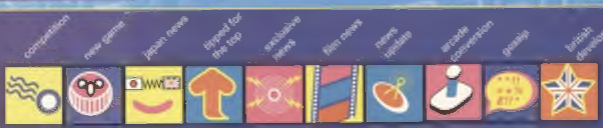
RELEASE: LATE '96

ORIGIN: UK

Although no official announcement has been made, MEAN MACHINES has obtained the document that signals Codemasters' dyanmite Nuts for Saturn. Only approval from Sega is required to bring a clutch of games from the Leamington firm who have dominated Megadrive sales over the last year. Get ready for Micro Machines 3/2/1, Pete Sampras Extreme and Ultimate Skidmarks, all before November! Since rebirths between us and the firm are so good they're practically sexual, expect all the details, exciting a gunned game diary for Micro Machines 3!

Once more, Code masters present a cartoon 3 eighteen. As if cricket wasn't cool enough, Jarrod powers in for a round of Test Match Special. Yeah, Jarrod. Oh and smashathon, short skirts, you cannot be serious etc.

KEY



QUANTUM LEAP

AWESOME SPEC. OF VIRTUA FIGHTER 3 UNVEILED

VIRTUA FIGHTER 3

BY: SEGA (AM2)

MODEL 3

RELEASE: DECEMBER

ORIGIN: JAPAN

As first reported in last month's news, Sega are moving the goalposts of arcade standards once again with Virtua Fighter 3. A mid-term specification reveals the Power PC chip at the heart of the CPU.

As mesmerising as the computing power was the demo of the first new character set to appear in the game. Aoi Umenokoji is an alabaster-skinned Japanese beauty, dressed in ceremonial kimono, who performs her Aikido arts with the poise of a dancer (indeed, a motion-captured dancer assisted in the realisation of Aoi).

Aoi's beauty contends with the stunning — or debonair (of Dural, new spectacularly reflectively metallic and more impressive in motion than the million-dollar special effects of the T1000 from Terminator 2. Breaking down the gulf between pre-rendered sequences and realtime polygon generation is Model 3's Real Time C.G system. Any perspective, however close to the character, can be viewed without loss of resolution quality.

Virtua Fighter 3

ROAD RAGE

VARIOUS GAMES

BY: CODEMASTERS

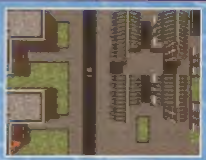
SATURN

RELEASE: LATE '96

ORIGIN: UK

Mesh headed coders DMA — Scotland's finest — are producing a wicked little game for BMG, Grand Theft Auto. From the creators of Lemmings comes a game that can only be described as a delinquent mutation of Micro Machines. Viewed overhead with cartoony graphics, you steal cars, vans, ambulances, anything with wheels and an engine if anyone happens to be behind the wheel, drag them out and shoot them.

The early version already shows a crowd of pedestrians being mowed down as a VW Beetle mounts the kerb. Disgraceful. We obviously want to inspect this kind of filth very carefully.



SHAKEN TO THE CORE

TOMB RAIDER

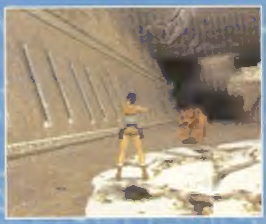
BY CORE

SATURN

RELEASE: AUTUMN '96

ORIGIN: UK

Core Design showed the astounding development of the recent ECTS show, in our opinion, in the form of Tomb Raider, a radical true 3-D adventure game. The game features a great-matic heroine, Lara Croft, who explores some of the world's most mysterious ancient ruins, equipped only with a pair of desert boots, two pistols and a very tight pair of hot pants.



The game itself is hot, and not pants. The game's dungeons, pyramids, corridors and palaces are viewed through an amazingly solid 3-D generator, with an intelligent camera viewing from dramatic, but playable angles. There is none of the flogging-a-dead-polygon of other games. Tomb Raider looks set matching the best technical development for the Saturn to date, including Sega's own work.

NINJA

BY CORE

SATURN

RELEASE: SUMMER '96

ORIGIN: JAPAN

Core kept a surprise development, Ninja, from the rumours until the ECTS event. MEAN MACHINES are the first to view this stunning new slant on the 'beat 'em up. Set in the times and landscapes of an oriental feudal fantasy, the brave young Kuwasawa fights polygon samurai, lowering lizards and to be perfectly frank, large monsters. The graphics are pretty incredible, with a chunky, isometric 3-D of admirable detail even at close range, including spectacular architecture which leaps out of the screen at you. Core are planning a late summer release for this very exciting game.

The very best Dejokas of Ninja is its nerf'ness — but the game is technical terrain. Samurai. These monsters move as good as they look.

GRUESOME TWOSOME

FIRO AND KLAWD

BY BMG

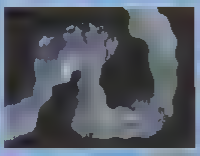
SATURN

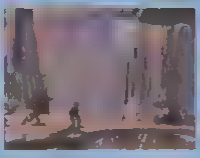
RELEASE: OCTOBER '96

ORIGIN: UK

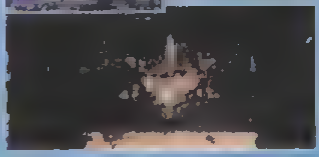
The Oliver Twins, arch-creators of the Dizzy games and their new Interactive Studios label are behind a novel pairing for BMG's isometric shoot 'em up puzzler, Firo and Klawd. The strange title refers to the two player characters, who are a minor gangster cat and a law-enforcing crang-u-tan. They spend the game (it's one or two player) trapping the urban jungle, avoiding the mob and returning fire when necessary. It's an ambitious project with some great graphics, and we'll be interested to see how it develops.

DARKNESS DESCENDS





CROWN JEWELS



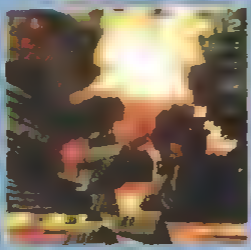
FOR A CLOSE ENCOUNTER SEE PAGE 13

ALLIANCE LEICESTER

SHOW US YOUR DICK!

GOS

TAKE THE TUBE



SNIFF MY DUMP

IS BANKING ALIEN TO YOU?

We interrupt this magazine

They have come for a Cashcard Account – the only Account that makes sense, right across the Galaxy.

If you're between 11 and 17 you

0500 64 64 64

and quote: MAG1112

If you are between 11 and 17 an Alliance & Leicester Cashcard Account gives you:

- 8,500 LINK cash machines
- Free banking
- 24 hour telephone banking
- Monthly interest
- Standing orders/direct debits

END THE ALIEN NATION

ALLIANCE LEICESTER

CREAM OF SEGA

Your essential monthly guide to the movers and shakers on the official national charts of Megadrive and Saturn sales, as well as a summary of your opinions about the games that matter (or will matter) to you. Thanks to our good friends at Chart Track, and the software supremos ELSPA, we bring you another generous helping of number crunching info. Numbers in brackets indicate last month's chart positions. Here's the best, the rest, and a few spins from the bin ...

HYPE CHART

What you, and we, are most looking forward to

This is going to be a bit spectacular.

(-) DESTRUCTION DERBY

Wins the readers' vote

Enthusiasm is still strong

Another hotly anticipated readers' fave

Perhaps the most eagerly awaited coin-op conversion

SALES CHART: SATURN

Chart Track's guide to the top-selling CDs

The Playstation conversion steals pole position

Fresh stocks of guns help boost sales.

Outgunned by some strong competition.

A new entry for this Turkish delight

Still the only real footy option

The Saturn's top selling beat 'em up For now

Things that go bump in the night

Still smart, despite our disastrous performance in the office league

"And Hill finishes second. Again!"

This chopper fest hovers on the brink

SALES CHART: MEGADRIVE

Chart Track's guide to 16-bit games

Expert game meets competitive discounting

Displaced by a cloth cowboy and a stinky dog.

The plug-through cart's smart.

Classic platform fun with our spiky blue buddy.

Still shifting from beyond the bin.

Better than a fart in the bath. Nearly.

Zany multi-ball fun with Miss Flipper

A new entry for upside down nugger

Let's hope they all picked it up cheap

Oh dear. Legal [illegible]

BE AN OPINION FORMER

Our ongoing lists of readers' faves is becoming more and more popular. Each month we list the games you most want and those you are looking forward to. Just fill in the coupon. Also, take a guess at what the most popular game of the month will be. One of those smart enough to guess the top of the reader's chart will win a copy of that game! Congratulations to last month's winner Patrick Hayes from Brighton.

MY TOP THREE SATURN GAMES ARE

I'M MOST LOOKING FORWARD TO

I PREDICT THE MOST POPULAR GAME WILL BE

NAME
ADDRESS

Send to: Cream of Sega, MEAN MACHINES SEGA
EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane
London EC1R 3AU

USER CHART

Our choice of next generation titles

Gorman. Or something

Plays like a beast

Steve's Capcom toppling fave

A FIFA beater in everyone's opinion.

Gus's epic journey continues

READERS CHART SATURN

Your choice of the best Saturn titles

Back in top gear

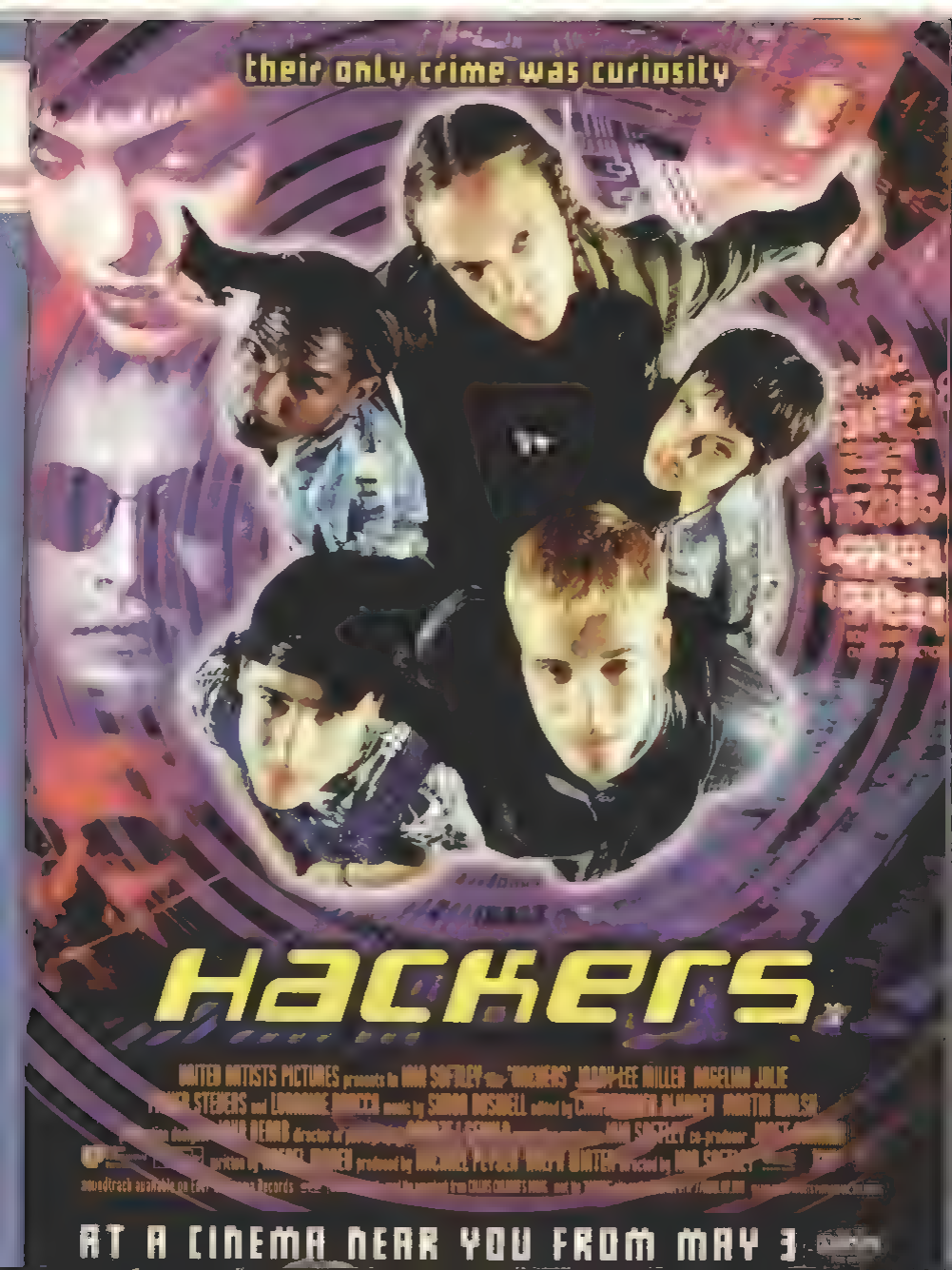
VIRTUA FIGHTER 2

The connoisseur's beat 'em up.

Big comeback now you're all armed.

And what, precisely, is a bicycle kick?

Clearly don't only be single when wet

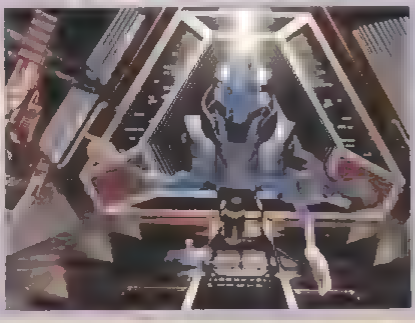

their only crime was curiosity
Hackers
UNITED ARTISTS PICTURES presents
AT A CINEMA NEAR YOU FROM MAY 3

BRAVE NEW SEGAWORLD

Over the last few years, Sega's commitment to the arcade business has put them in the position of No.1 amusement developer. In Japan, Sega's coin-ops comfortably occupy the first, second and third place in punters' popularity. From the Scaler board cabinets of Outrun and Afterburner, to the latest million polygon Model 3 board, Sega has been out in front.

Buoyed by this success, the company has widened its vision beyond the limiting concept of the 'amusement arcade'. The ambitious concept that Sega Amusements have come up with is the Indoor Theme Park... instead of coin-op cabinets, vast numbers of people are expected to flock to participate in interactive rides... coupling real movement, mass participation and the latest in computer generated graphics.

As you might expected, Japan was the scene of the first experiment in next-millenial mass entertainment. In 1994 Sega opened Joypolis in Yokohama. Now Sega have decided to go bigger. They are about to open a Segaworld of a size and development that even outdoes Joypolis. Not in Tokyo, or New York, or Paris. In the heart of London.



THE RIDES — FIRST DETAILS!

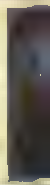
Currently, Sega are keeping the full details of the major rides which will feature at the opening of Segaworld, but we've managed to source information on five of these mind blowing attractions. And these, baby, are AS 1 have never been seen in Britain before.

VR1 — SPACE MISSION

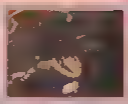
An all-new space adventure that looks incredible. Strafe huge space cruisers and enjoy interstellar visuals through the Mega Visor that put many sci-fi movies to shame.

VRD — UNDERSEA ADVENTURE

The snippets of this we've ... look terrifying ... you're in a virtual deep sea underwater world with ... creatures of the deep. VRD appeared so realistic to some testers they held their breath during the experience.



THE BIGGEST INDOOR THEME PARK IN THE WORLD!



SEGAWORLD™

THE TROCADERO, PICCADILLY CIRCUS, LONDON

A ROCKET TO RED HOT LOVE

Sega have chosen the Trocadero Picadilly Circus, as Segaworld's location. It will occupy an incredible seven floors of the tiered complex, leading to a complete refurbishment of the interior into a glowing, neon charged Theme Park of the future. All visitors are channelled into a unique rocket escalator which whisks them directly from the second to sixth floor in an enclosed metallic tube. From there, visitors pay between £10 and £15 for entry to the Park and then make their way down through its six themed areas.

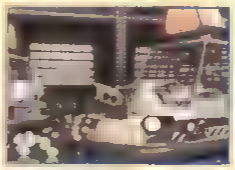
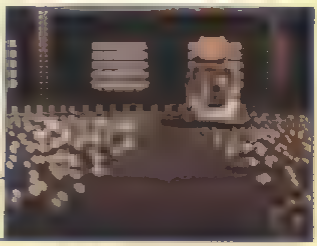
GHOST HUNTERS

This looks like [illegible] for game for [illegible] the family combining real world theme [illegible] with moving cars and virtual reality monsters superimposed [illegible] screen [illegible] front of your [illegible]

Don't you always feel like a bert when the attendant straps you in before the ride starts?

MAD BAZOOKA

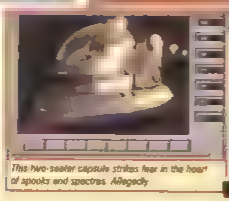
Looks crazy and takes up a vast area as players get into large vehicles, scoop lots of coloured balls up from the floor and fire them at each other. Dodgems with attitude too mad!

[illegible] the aptly titled 'Mad Bazooka' will look like

AS-1 SIMUL[illegible]

This was develo[illegible] [illegible] is a state of [illegible] able to run [illegible] modules and outperforms other simulators you may have [illegible] on by allowing [illegible]



This two-seater capsule strikes fear in the heart of spooks and spectres. Allegedly.

VIRTUAL REALITY RIDES NEVER SEEN IN EUROPE!

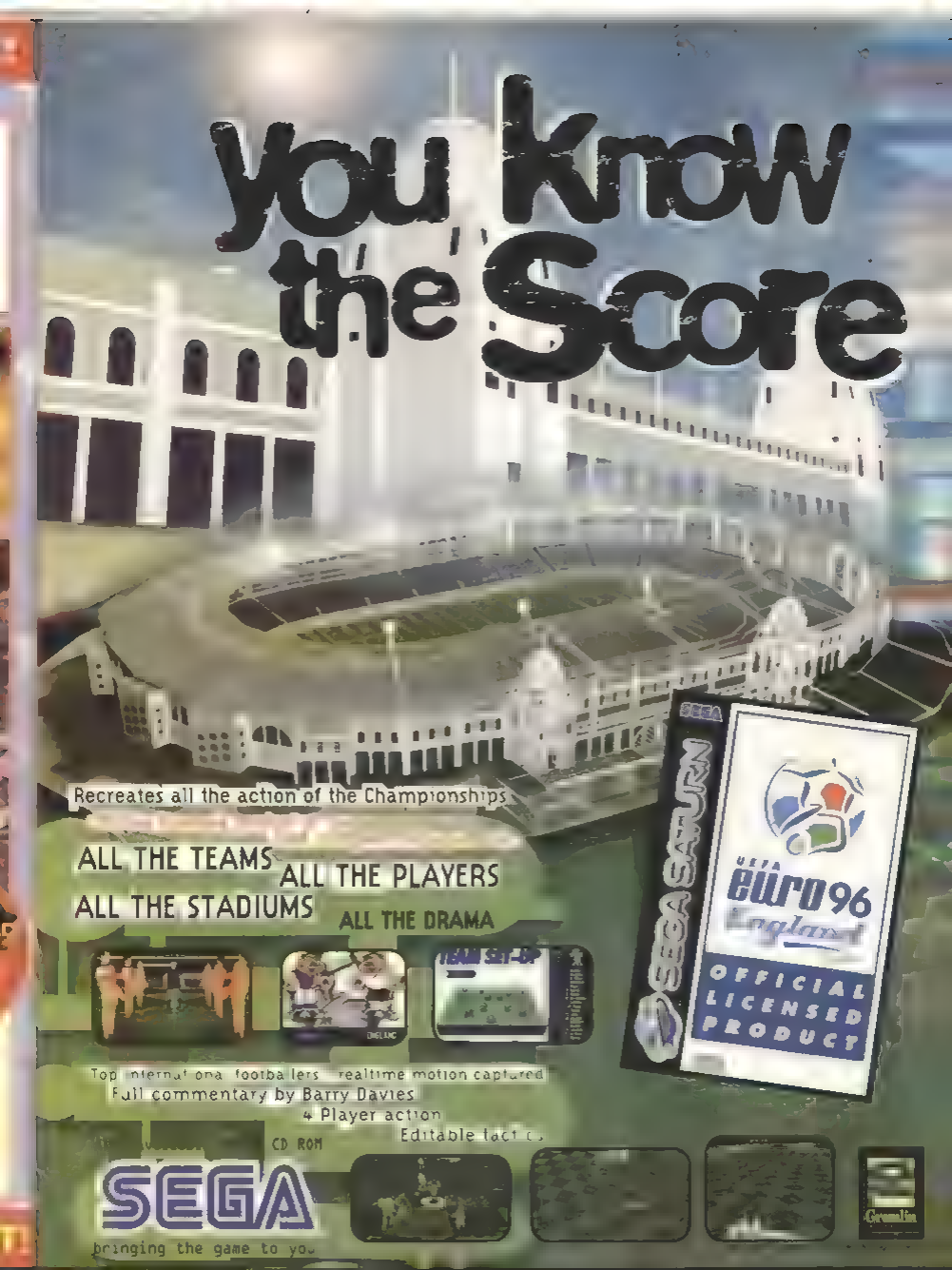
THE MEGA VISOR DISPLAY

The key to Sega's rides is the Mega Visor Display, a virtual reality device that allows each ride passenger to have a different experience. The ... ties really are virtual ... turning your head you see views to the side, back above and below, creating an effect impossible on conventional simulators.

BEST OF THE BEST

Segaworld will be more than its six main rides. In each themed zone, there will be all manner of undisclosed displays, outrageous architecture and the best of Sega's amusement hardware. Take the racing zone, for example, which will feature suspended formula cars and the cream of Sega's racing games. Although Segaworld is concentrating on its unique attractions, it will also be the first staging post for Sega's new coin-ops in Europe – a gamer's paradise!

OPENS IN LONDON IN AUGUST!


You Know the Score
Recreates all the action of the Championships
ALL THE TEAMS
ALL THE PLAYERS
ALL THE STADIUMS
ALL THE DRAMA
SEGA SATURN
UEFA Euro 96 England
OFFICIAL LICENSED PRODUCT
Top international footballers realtime motion captured
Full commentary by Barry Davies
4 Player action
Editable tactics
CD ROM
SEGA
bringing the game to you

PROJECT
[illegible]
PUBLISHER
[illegible]
INITIATED
RELEASE
FORMAT
[illegible]
DEVELOPERS
[illegible]

US Gold's Olympic Games originate 4000 years in antiquity. The compendium of sporting disciplines is the official game of the 26th summer games of the Modern Olympic era, to be held in Atlanta, Georgia, this July.

It will not be the first simulation of Olympic events or even US Gold's first stab at recreating the games in console form. Produced by US Gold's Silicon Dreams development arm in Banbury, Oxfordshire, the multi-event multi-event format owes a gaming tradition. Video games compendiums of track and field events go back to the early Eighties. Most of the early attempts were unlicensed, like Activision's memorable Decathlon, conceived by its then staff programmer David Crane. Decathlon featured the ten events of the Olympic equivalent and introduced a new gameplay format, which became known as the joystick waggler/button basher. Rather than any dexterity or reflexes test, it was all down to sheer bloody endurance and finger strength. It was the beginning of the death of a thousand joysticks.

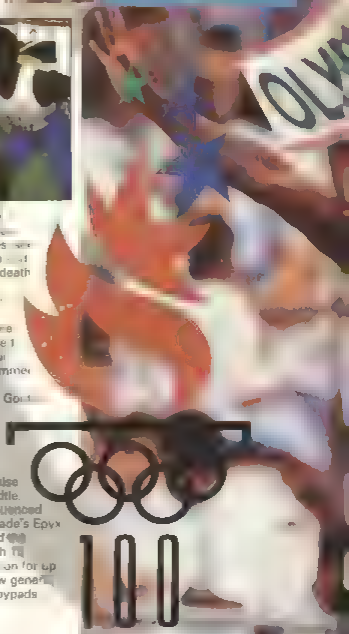
The real breakthrough came with two arcade games from Konami. Track and Field, whose success led to Hypersports. At much the same time a Commodore 64 developer called Epyx embarked upon a series of state-of-the-art, hugely successful multi-event games from Summer Games, Summer Games II, Winter Games and World Games.

The genre fell into disrepute only for US Gold to revive it with a game based around the 1992 Olympics in Barcelona.

Although massively successful, it was a mixed bag in terms of quality. US Gold recognise the weaknesses in that title, which they admit was influenced heavily by the previous decade's Epyx titles. For Olympic Games and the Saturn, they've moved into the polygon age, with 11 events, 3 visual views and simultaneous participation for up to eight players. And it promises to bugger a new generation of joypads.

PARIS 1900

ATHENS 1896



100

Atlanta 1996

THE DISCIPLINES

There are fifteen disciplines chosen to form the Olympic Games on Saturn, grouped variously according to their action type. Originally, US Gold planned future compilations, and 25 possible events were explored to a programming stage. However, it has been decided to create a single package featuring the most effective of all events.

LONG JUMP

LAST FEATURED: [illegible]
CURRENT HOLDER: CARL LEWIS

Sprinters are usually strong in this event, which holds almost as much prestige as the dash. Technique has led to improvements of over two metres since the first Olympics.

ALL OFFICIAL OLYMPIC ARTWORK AND LOGOS © ACOG 1996. ALL RIGHTS RESERVED. THIS FEATURE IS UNDOUBTEDLY A

HISTORY OF OLYMPIA

Historians believe the Olympics of Greek antiquity go as far back as 2000BC. Then, representatives of the city states made their way to a sacred stadium beneath Mt. Olympus, home of the Gods. Every four years (an 'Olympiad') [illegible] of sports, testing the prowess of Greek [illegible] and wrestling. On the final day, [illegible]. The ancient Olympics were a [illegible] Emperor, Theodosius, outlawed any kind of Pagan ritual in 381AD.

The Olympics [illegible] social analyst, Coubertin [illegible] own ideas of the spiritual values of physical exercise [illegible] revival of the Olympic Games, with a redefined Olympic [illegible] and participation on a strictly amateur basis. Representatives [illegible] number of nations formed the IOC, or International Olympic Committee, in 1894.

Plans for a first competition to celebrate [illegible] were outlawed [illegible] small treasury [illegible] held in Athens in 1896 at the eager insistence of Greece.

ST LOUIS 1904

LONDON 1908

400 METRES

The longest of the sprint events. The 400m requires more than just outright speed stamina and courage are also required to complete the single lap with enough power left for the final straight.

100 METRES

The 100m is one of the showcase events of the Olympics. The fastest men on Earth. The sprint requires short bursts of explosive physical power to reach speeds in excess of 30mph.

STOCKHOLM 1912

ANTWERP 1920

TRIPLE JUMP

CURRENT HOLDER: MICHAEL CONLEY (USA)

The first ever olympic trophy was awarded in this discipline. Triple jumpers are rarely sprinters or long jumpers, as the peculiar technique of the event requires specialised training

The triple jump runs parallel to the main track

Triple Jump is one event we stand a good chance of a gold medal in at

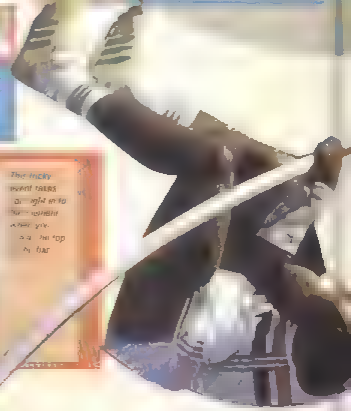
PARIS 1924

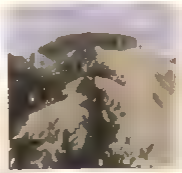
POLE VAULT

East Europeans and Russians in particular are strong in this event. It requires immense strength and no little courage, as well as immaculate timing. Players attempt to pass over a narrow bar some five metres above the ground

AMSTERDAM 1928

The tricky event takes strength and concentration. Keep your [illegible] top [illegible] bar





100
Atlanta 1996

HIGH JUMP

SOTOMAYOR (CUB)

Sprinters are usually strong in this event, which holds almost as much prestige as the dash. Technique has led to improvements of over two metres since the first Olympics

The portrayer of the [illegible] close to televised coverage of high jump

Before each attempt, an information bar is presented beneath your competitor

BERLIN 1936

DISCUS

FIRST FEATURED: 1896
CURRENT HOLDER: ROKAS URARTAS (LIT)

One of the ancient events, this involves throwing a small weighted disc the furthest distance possible. The classical method of throwing involves rotating the body to gain momentum

LOS ANGELES 1932

LONDON 1948

JAVELIN

HELSINKI 1952

HAMMER

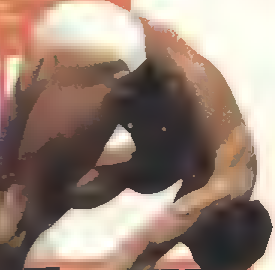
MELBOURNE 1956

TOKYO 1964

100M FREESTYLE

FIRST FEATURED: 1900

The range of swimming events in the Olympics is vast, yet none is as followed as the 100m freestyle ... the



ROME 1960

FENCING

FIRST FEATURED: 1896

CURRENT HOLDER: ERIC SAEGO (FRA)

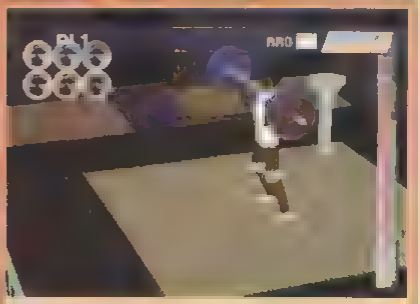
Sword games suited the aristocratic nature of the early Olympics, but the event has survived for 100 years, and has eight disciplines. Electronic measurement has replaced the traditional drawing of blood to register a hit

MEXICO CITY 1968

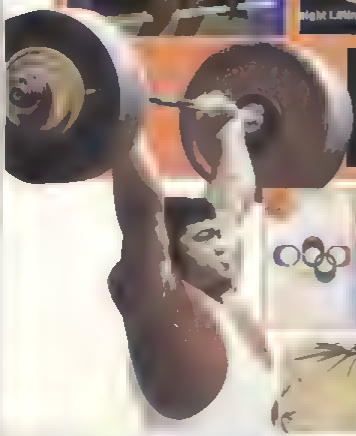
WEIGHTLIFTING (SUPER HEAVYWEIGHT)

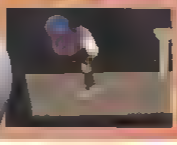
FIRST FEATURED 1920
CURRENT HOLDER ALEXANDER KURLOVICH (EUN)

Modern lifting replaced the quaint categories pre First World War Olympics at Antwerp. The event requires huge muscle mass and nme will to raise the weight



Even though you have the bar at your neck, you're only half done. By now, your fingers will be begging for mercy. As they should be.



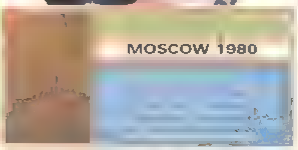


SKEET SHOOTING

FIRST FEATURED 1900
CURRENT HOLDER: KHAN ZAMAN (CAN)

A relatively recent shooting event. Skeet is a form of clay pigeon shooting, using a double-barrelled shotgun. Players attempt to shoot flying targets from a variety of positions for points

The strange cylinder in the foreground is one of your rifle cartridges, which pop out of the screen when you fire



ARCHERY

Munich saw the return of modern archery. Players have a fixed number of arrows to release in a limited time span. Scores are calculated from the closeness to the centre of the circular target.

Before the untouchable quiver, our archer takes time to prepare

LOS ANGELES 1984

SEOUL 1988

BARCELONA 1992

RAPID FIRE PISTOL

FIRST FEATURED: 1988
CURRENT HOLDER: RALPH SCHUMANN (GER)

This event has been around since the beginning. The Germans current Olympic champions, so their aim must have improved in the last 10 years. The rapid-fire event requires quick reflexes

PROJECT

PUBLISHER

INITIATED

RELEASE

PLAYABLE

DEVELOPED

OLYMPIC SOCCER

After last year's Euro-Pitch, US Gold could be forgiven for never going near a footy game [illegible] essential, but the [illegible] ton temperamental characters, prima donnas, press controversies, linking [illegible] and [illegible]

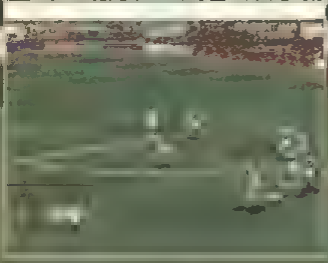
[illegible] Olympic Soccer [illegible] sport by Football rather than [illegible] tie-in with the Olympics. The company has a fixation with big sporting events, with licensed games for Barcelona '92, Lillehammer '94 and [illegible] '96. And but no cynical [illegible]

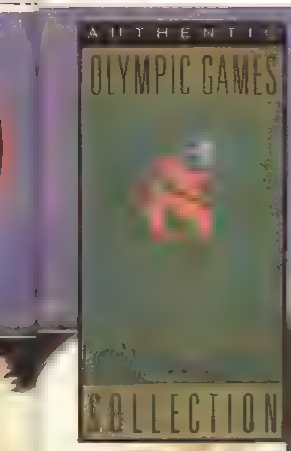
Immediately spring [illegible] of all but two of the [illegible] Olympics has a thorny problem for many years was the requirement that all Olympians be amateurs, which prevented the cream of professional football taking part. These restrictions have eased over the last decade, and now most footballers are admitted, although those who competed in the previous World Cup are generally excluded.

In recreating the event Olympic-style, Silicon Dreams have been bound by the wishes of ACOG, the all-powerful organising committee of Atlanta '96, so Underscan[illegible] Barger was not asked back for a repeat performance. The benefit is complete authenticity as far as the tournament arrangements go.

SHARP AND SIMPLE

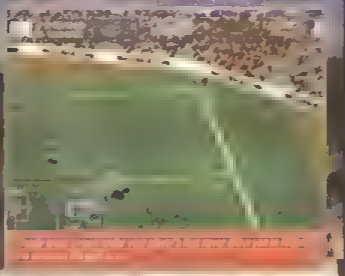
[illegible] immediately [illegible] Silicon Dreams have taken with the game Olympic Soccer is rendered real-time in 3D polygons rather than create the illusion of 2D characters with sprites. Silicon Dreams claim it is the first soccer game to do this. The benefit is the freedom to view from any angle and [illegible] speed. The [illegible] shots are [illegible] detailed than these shots will [illegible]





SENSIBLE DESIGN

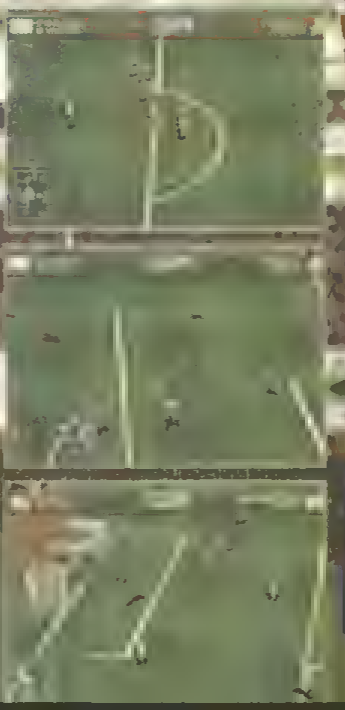
Olympic Soccer is designed for contro freaks Silicon Dreams project producer Rob Palfreman explains "we thought most other soccer games didn't give the player enough freedom. With Olympic Soccer we wanted the player to be able to do anything at any time" To that end, the players move and kick exactly as the playe[illegible] o delay, and no automatic [illegible] players towards goal. In [illegible] fast uncomp[illegible]



PREVIOUS OLYMPIC WINNERS

* No contests in 1896, Athens or 1932, Los Angeles.

1900	GREAT BRITAIN
1906	GREAT BRITAIN
1908	GREAT BRITAIN
1912	GREAT BRITAIN
1920	BELGIUM
1924	URUGUAY
1928	URUGUAY
1936	ITALY
1948	SWEDEN
1952	HUNGARY
1956	USSR
1960	YUGOSLAVIA
1964	HUNGARY
1968	HUNGARY
1972	POLAND
1976	EAST GERMANY
1980	CZECHOSLOVAKIA
1984	FRANCE
1988	USSR
1992	SPAIN

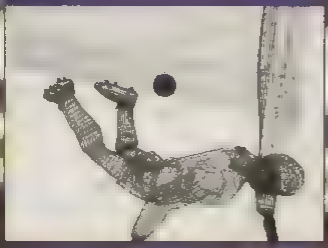


THE THOUGHT THAT COUNTS

When programming the Amiga [illegible] the computer players in Olympic Soccer [illegible] players able to use some of the work done [illegible] Pitch, which features players with specific characteristics. Although Olympic Soccer features no 'Prima-Maradonnas', each team has a specific AI profile.

KEY TO MOVEMENT

Most 32-bit developers are moving towards Motion Capture animation: detailed in previous issues, and featuring in everything from Loaded to Fifa '96 indeed, Olympic Soccer's graphic artists have employed a lot of Motion Capture, but also mixed it with traditional 'key framed' animation, which is rendered purely on computer. This return to 'traditional' computer animation is more effective for specific manoeuvres where Motion Capture is too inflexible.

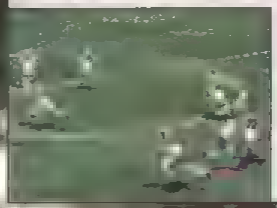


MINUTE WALTZ

Olympic Soccer will feature a replay option, with all the requisite view-changing options. The real innovation is the ability to store an full minute's action in RAM! This is many times the length of other games' stored replay.

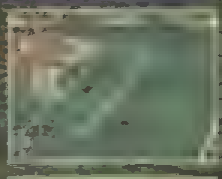
ANGLING TIMES

The [illegible] eighteen selectable camera angles to view the pitch from. These are [illegible] vary from seeing the bulge within a player's shorts to [illegible] each with three distinct angles. From all these positions [illegible] all games where a plethora of playing pet [illegible]



MOVE TO MOVE

[illegible] with more complex moves: long and short passes, chips, backheels, [illegible] client.



SPEAK FREELY

Football commentators are making a mint at the moment, with [illegible] one who has ever been broadcast being approached by software [illegible] Sensible Dreams targetted Alan Green at BBC Radio Five Live as [illegible] Greenies are generally more expressive than the TV [illegible] Tyldesley's commentary is crossyve and when we were [illegible] swear that Jimmy Hill was [illegible] Greeny.

PROJECT

PUBLISHER

INITIATED

RELEASE

FORMAT
SATURN

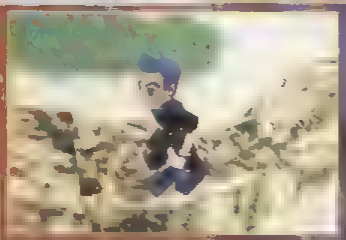
DEVELOPERS

The most outstanding games of recent times have been simulations of one kind or another – simulations of fighting (Virtua Fighter, Mortal Kombat etc), simulations of driving (Sega Rally, Formula 1 etc) and simulations of football (FIFA '96, Euro '96 etc) have all struggled to recreate and improve computer recreations of an easily identifiable reality. Sega are about to break this trend with a surreal game so important and so groundbreaking that it has been earmarked as the Saturn's very first simultaneous worldwide release. That game is Nights.

So what will make Nights different? The complete abandonment of any element of simulation is the first factor. Others are more obvious, and more exciting. The setting of a dreamscape parallel reality shows seemingly [illegible] across land and sky. Pop[illegible] and technicolour [illegible] explores the [illegible] lives of people are [illegible] tan in [illegible] ling [illegible] super[illegible] and [illegible] dis[illegible] are likely as a run for its money. This is [illegible]. You're, very literally, the game of your dreams.

NIGHTS

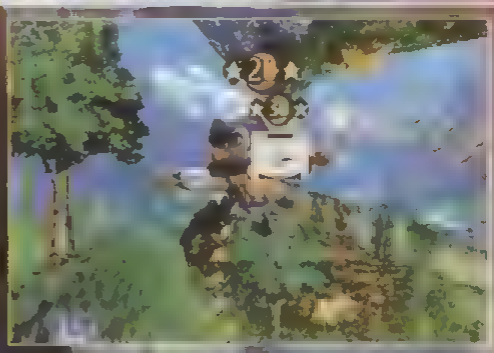
SONIC TEAM



This blue-haired boy arrives in Nightopia after [illegible]. A group of school kids steal Elliot's ball, [illegible] him in front of his team-mates. That night, Elliot has a nightmare about his embarrassment on the basketball court – an ordeal ended by Nights rescuing him and taking him to the tranquility of Nightopia.

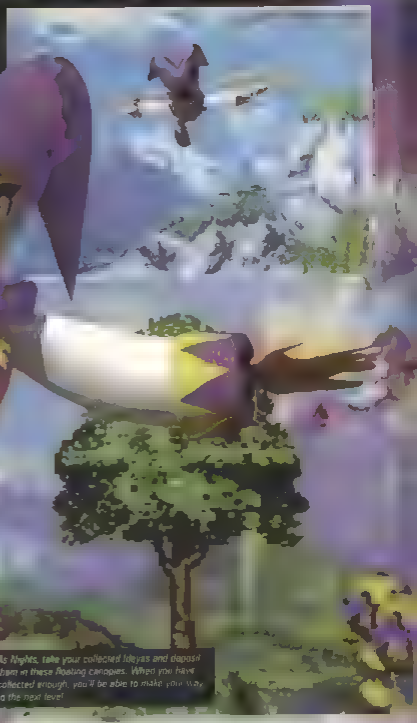
[illegible] who dreams of [illegible] a musical staged to celebrate [illegible] 100th anniversary of [illegible]. She [illegible] applies in writing [illegible] musical's director, [illegible] tactfully passing the [illegible] although [illegible] of the final audition [illegible] conclusion [illegible] has [illegible] out [illegible] rescue [illegible] Nightopia.

Something very special is about to ch... face of 32 bit gaming. The project the 'Sonic Team' of ...grammers hope will ... similar impact as a certain blue hedge... is Sega's fi... volley in the forthcom... with Nintendo. Marcus dreams a little dream...



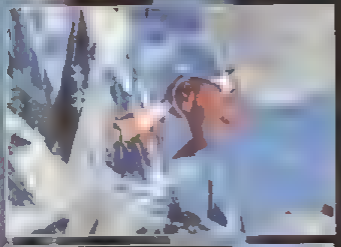
While ess... the most c... Two childre... surreal and ... created whe... are balls of li... coded – white ... ideyes show in... red ideyes show... The sweet dream... malevolent Wise... visitors in an atte... helped in his atte... execute his plans. ... Elliot and Claris fac... intact.

Meanwhile Nights, ... out Wiseman's plans ... Elliot uses his courage ... defeat Nightmare. By ju... Nights' powers and follo... four stolen Ideyes. When ... Nightmare and the final ba... with Wi...

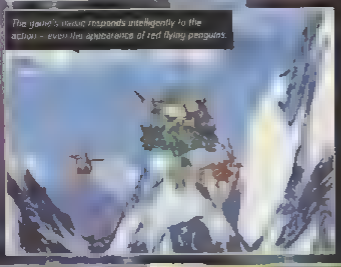


As Nights, take your collected Ideyas and deposit them in these floating canopies. When you have collected enough, you'll be able to make your way to the next level

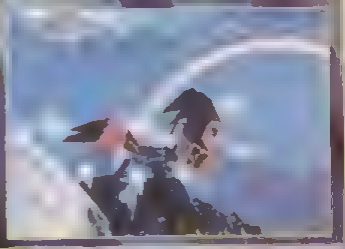
attention paid ights' appearance ched by the ken over its Background tures different ts ar game's title s recorded by a rchestra.



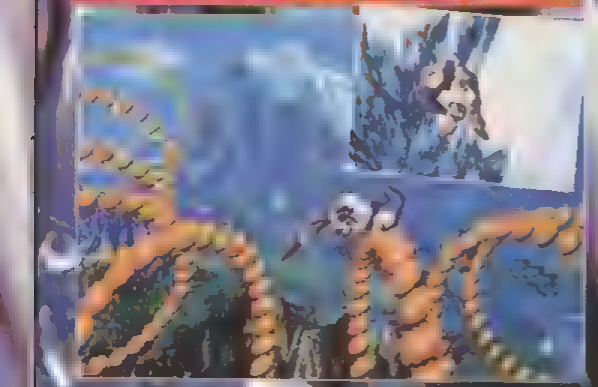
The game's music responds intelligently to the action – even the appearance of red flying penguins



e brains erious Sonic s leader who produced est chara . Nights is of s urther s develo in the me. its offici s will be there Sega ar showing plen e no oth e.



"NIGHTS IS LIKE NOTHING ANYONE HAS EVER SEEN BEFORE ON SEGA SATURN OR ANY OTHER NEXT GENERATION PLATFORM." – TOM KALINSKE, PRESIDENT, SEGA OF AMERICA



A BRIEF HISTORY OF DREAMING

1350 BC

Egyptian papyrus documents discuss dreams and their possible meanings.

800 BC

Homer's Iliad describes dreams as messages from the gods. Morpheus, the god of dreams in Greek and Roman mythology, is generally depicted as a winged man, spreading poppy seeds to induce sleep.

200 AD

Greek philosopher Artemidorus reports thousands of subjects' dreams in his book Oneirocritica ('Critical dreams'). Unlike his predecessors Aristotle and Hippocrates, he concludes that it is impossible to infer generalised meanings from dreams.

1900

Sigmund Freud, the father of psychoanalysis, writes The Interpretation of Dreams. He proposes that dreams are symbolic expressions of frustrated desires. Although still highly regarded by some, Freud's theories and beliefs about the meaning of different types of dream had little grounding in scientific research methods.

1912

Swiss psychiatrist Carl Jung devises analytical psychology, prompted by study of his periodic dreams which appear to hold mythological and religious significance. His autobiography, published in 1961, is entitled Memories, Dreams, Reflections.

1953

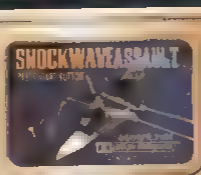
Rapid Eye Movement (REM) is first described as the period during sleep when brain activity is at its highest and dream activity takes place. It is estimated that nearly 2 hours of REM dreaming occurs each night – 6 years of dreaming across the average lifetime.

1960

The term 'lucid dreaming' is coined when it is proved that external events can influence the content of dreams. Sleeping subjects lightly splashed with water report dreams about rain.

More recent research has revealed that all mammals – with the exceptions of the echidna, the spiny anteater and possibly the duckbilled platypus – dream every night. Despite extensive research, the possible meaning of dreams remains a mystery.

PREVIEWS



SHOCKW ASSA

The year is 2019. Take That's Greatest Hits CD is still number one in the album charts, and Alan Sugar has been knighted to plant size and are threatening to take over the world. and Wimbledon have just survived their annual battle with relegation from the British Super League. For the 27th consecutive season.

But amidst all this panic, there is a much greater cause for alarm. Orbiting the Earth is the UNS Omaha, the first ever aircraft carrier in space. [illegible] one morning, the crew [illegible] upon an [illegible]

[illegible] aliens. All very complicated, and [illegible] machines will [illegible] spine-tingle in a [illegible] issue.

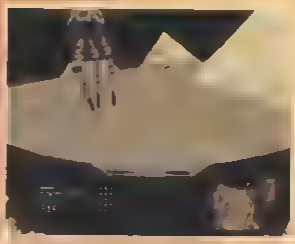
THE GENUINE ARTICLE

Apparently this game is littered with the talents of the best people from the audio and visual world. Some of these people include a professional movie director, professional actors, a best selling novelist, script writer, top software engineers, award winning audio composers, and top storyboard and computer graphic artists. Unfortunately, we don't have the actual names for these people (due to their impending murder trials), and most of them you'll have never heard [illegible] but at least you know you're [illegible]

WAVE RAIDER

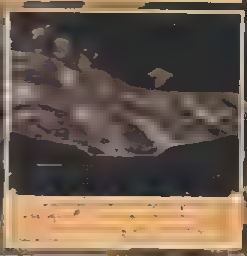
BREAKING THE BOUNDRIES

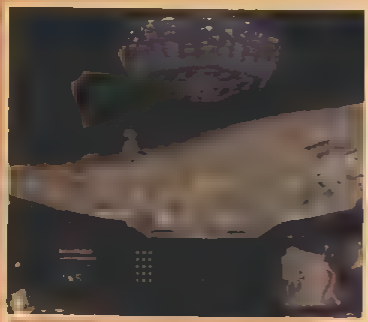
Although the game puts you in control of the F-77, you don't actually have complete freedom to move wherever you want. The radar facility at the bottom of the screen indicates not only the enemy craft, but also the limit for the area of play. If you venture outside the ring of dotted lines the game will warn you, and your energy bar will slowly start to decrease. The ship will then begin self-destructing, and before you can matter, I think you'd have been teleported away into a black void forever set.

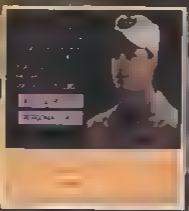


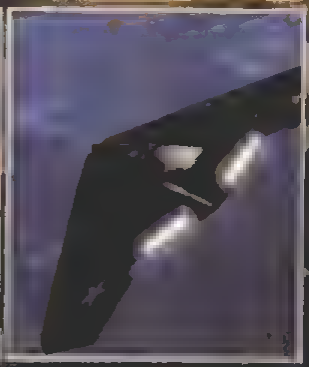
FILL HER UP PLEASE

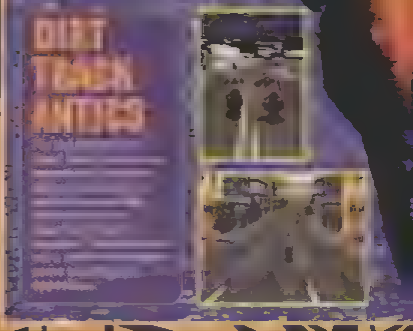
At the end of the first stages there are numerous refuelling points dotted around the landscape. Once a particular set of enemy installations have been destroyed, then you'll be told that you have completed the mission and told to refuel before attempting the next mission stage. Refuelling is much easier than it sounds. Just fly your craft towards the refuelling pads and you'll automatically be refuelled. You have to carefully monitor the fuel level as you will run out of fuel and crash if you don't refuel.





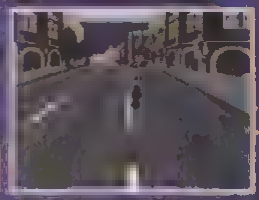


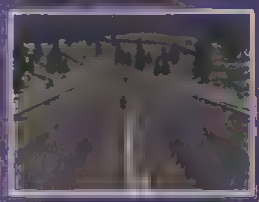




CRUISIN' USA

Road Rash's three rival factions are [illegible] taking in the sights of San Francisco [illegible] sun-kissed beaches and the lush hills [illegible] plausible biking landscape.



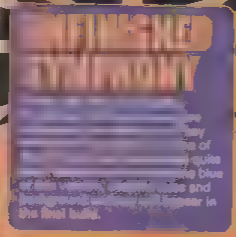


BEAUTIFUL

The slideshow has been rendered into Road Rash as an impressive feature of [illegible] game progression. There are [illegible] courses of bikes to level through, from the lowly Rat Bikes, to the desperate Super Bikes. There's a video [illegible] events through too, plus a heap of stats.

PANZER LEGIONS

CHAIN GANG



City

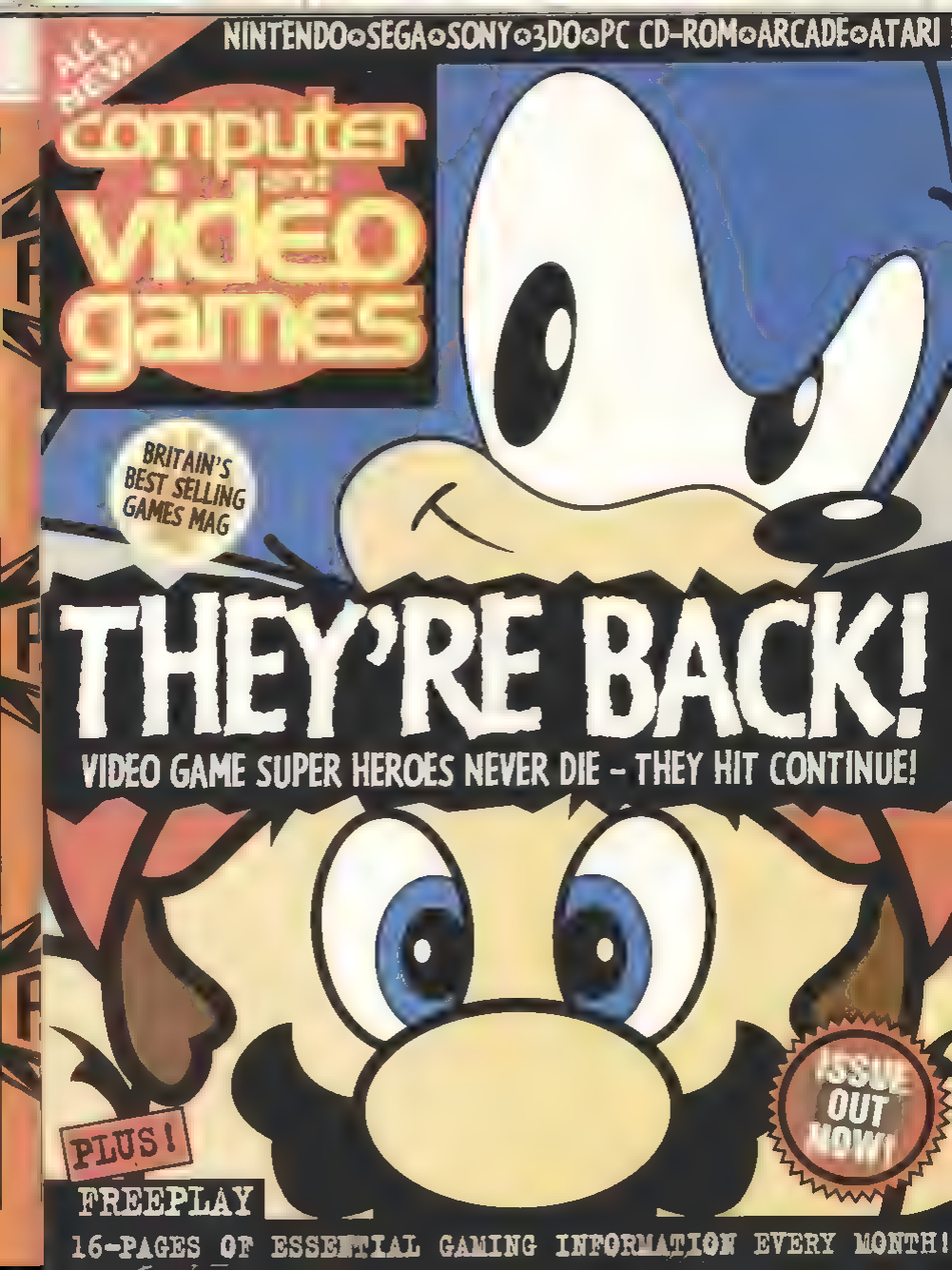
Monterey Peninsula

Pacific Highway

Siera Nevada

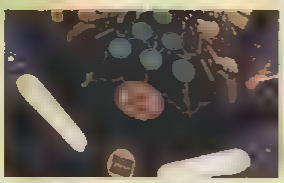
Napa Valley

CALIFORNIA


NINTENDO • SEGA • SONY • 3DO • PC CD-ROM • ARCADE • ATARI
ALL NEW!
computer and video games
BRITAIN'S BEST SELLING GAMES MAG
THEY'RE BACK!
VIDEO GAME SUPER HEROES NEVER DIE - THEY HIT CONTINUE!
ISSUE OUT NOW!
PLUS!
FREEPLAY
16-PAGES OF ESSENTIAL GAMING INFORMATION EVERY MONTH!

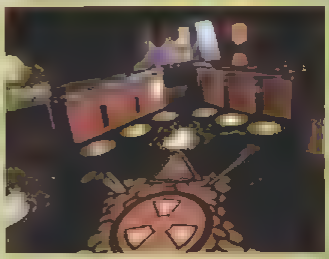
The search to create the ultimate pinball sim continues. Following a similar tradition to Sonic's Time Pinball, Empire are about to launch the Saturn conversion of their PC title Pro Pinball – a pinball simulation, as opposed to a game based on pinball.

Empire have concentrated their efforts into producing one table, The Web, the first instalment in what they plan to be a series of tables under the Pro Pinball umbrella. The Web can be viewed from a number of angles and several different resolutions, a definite plus point being the absence of the scrolling effect that has marred many previous attempts at console pinball. Plug a rock 'n' roll soundtrack into the mix, and voice work by such luminaries as Monica Buford (we're reliably informed that she portrayed the voice of the lift in Blade Runner) and you've almost got the complete pub entertainment experience. All you need now is twenty people to blow cigarette smoke in your face and a complete stranger to spill a pint over you



FLIPPER FUN

Empire have taken the simulation aspect of Pro Pinball seriously. Although the game only features one table, the level of detail is high there are three flippers, two ramps, loops orbits, targets, grab magnets, drop targets, lights, poppers, habitrails, jet bumpers, slingshots, an auto plunger, diverters, sink holes and the chance to play six balls simultaneously. One of the most impressive aspects of the table is, however, the dot matrix display above it. Developed separately by TV animation specialists Mind's Eye, it shows probably the most detailed sub games we've ever seen on a pinball sim.

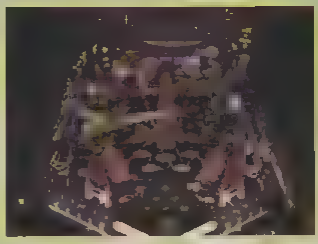


BALL GAMES

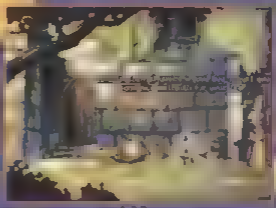
The Web table features some highly detailed Silicon Graphics rendering, most impressively of the base wood and metal guides. The game runs at 60 frames per second, improving the fluidity of the chrome ball on its journeys around the nooks and crannies of the table. The ball itself reflects its position on the table wherever it travels.

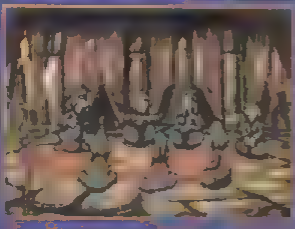
PINBALL WIZARDS

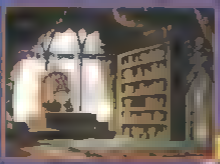
The Web features twenty music tracks specially recorded for the game by early Eighties New Wave supremos Bruce Foxton (former bassist with The Jam) and Jake Burns (Stiff Little Fingers' top man). A disenchanted SNES owner, Burns recently bought a PC only to become disappointed with the poor quality of game music. Fellow SLF bandmember Foxton felt the same way, so the two offered their services to a number of software companies. Burns is well pleased with the result of their work for Empire. "Hopefully, as gamesplayers, what we've done is add to the excitement of the playing experience and freed one more game from the tyranny of the Spectrum style beep beep beep."



DISCW







KITCHEN

LIBRARIAN

LIBRARY

WORLD

LITERA VITE

Discworld is the first series video game

The good thing about cassocks is that they hide your cellulite. Get one on order for Princess Di

...YTHON WARS

RINCEWIND'S ROOM

DINING ROOM

Lemmings 3D

BY PSYGNOSIS

1 PLAYER

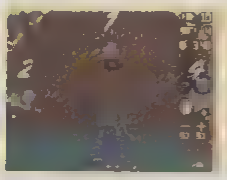
COMPLETE

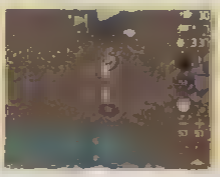
The Lemmings saga is a puzzle game phenomenon that has been selling lustfully for the last five years. First appearing on PC, the green-haired little fellas with suicidal tendencies have since appeared on nearly every format you'd care to mention. 3D Lemmings, the latest and most sophisticated instalment in the saga, is about to appear on Saturn.

For the benefit of the uninitiated, Lemmings is a true classic with the unusual aim of actually saving lives. On each level, the screen gradually fills with a procession of furry rodents. These little chaps, who at first glance all look identical in blue coats and fuzzy green hair, march around seemingly oblivious to their fates – like brainless sheep they herd themselves into deadly machinery, down lethal holes or over sheer cliffs. As a god-like observer of these tragic events, your task is to try to save as many lives as possible by manipulating the little fellas into engineering escape routes through each screen's exit section. This is done by activating certain lemmings' particular skills at just the right moment in their funeral march – some are diggers, some are blockers, some are builders and so on.

As the little critters contend their inexorable journey onto the Saturn with a new visual twist to their nightmare, your aim is to save the species. But [illegible] journey fraught with danger, and [illegible] will have to be made...

3D Lemmings is the latest version of the game, and the original format's most radical revision yet. Instead of viewing the action from a flat 2D perspective, the player is now able to rotate the view around the platforms, zooming in and out of important scenes. The feeling of visual freedom is further enhanced by four principal camera positions on each level, allowing you to poke your nose into the more awkward nooks and crannies your little blue buddies are going to have to negotiate.





TECHNO TROUBLE

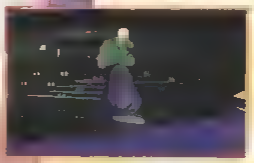
The most impressive new functions involve deployment of the teleporter (you'll need to dart from on side of the level to the other to find out how your Lemmings are getting on) and the rescue of marine style lemmings who glide down a rope from a high tower, marching to their doom on touch down. Elsewhere, suicidal Lemmings hop to their doom on a series of trampolines.

mings

D

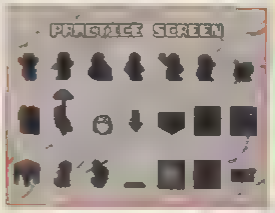
VIRTUAL LEMMING

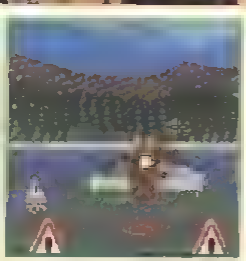
Another of 3D Lemmings' souped up features is the opportunity it gives you to view the action from the first person (first lemming?) perspective of one of your troops. You can step inside their shoes and get a taste of the tricky terrain they totter along. This is especially useful when it proves impossible to solve puzzles partially obscured by the usual camera angles.



RANK AND FILE

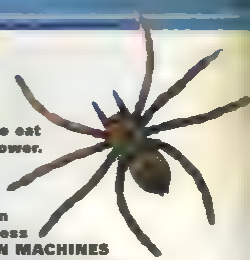
The hordes of Lemmings themselves have their ranks swelled by the addition of some talented new creatures. Claustrophobic Lemmings join rope gliding alongside the more traditional climbers, builders and blockers. There are also new objects, such as springs, teleporters and quicksand to help or hinder you along the way.





STEVE'S TIPS

"There once was a spider who swallowed a fly, I don't know why he swallowed the fly!" Well I do, it's because I was hungry. Yes, it's that time of the month again folks – the Tips Bat morphed into the Tips Fly and then I decided to eat him. Now, as the tips spider, I have treble the tipping power. Here's a hint straight from the heart of the tips web: edge along the garden wall and squeeze through the small crack below the window sill. Follow the piping all the way along until you reach a hole. You'll emerge in the plug hole, and be stuck in the bath. Awesome. Address your spindly tips to: **THE TIPS SPIDER, TIPS WEB, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** As usual, a Saturn game is the prize for the best Saturn tip of the month.



SATURN

STREET FIGHTER ALPHA

SECRET CHARACTERS, DRAMATIC BATTLE

This is the best 2D beat 'em up currently [illegible] seems only right that we show [illegible] to play as the boss characters. All of these should be done on the player select screen.

BISON Hold L and the highlight the Random box. Now press **Back, Back Down, Down, Back, Down Down** and then press **Jab and Medium punch** together.

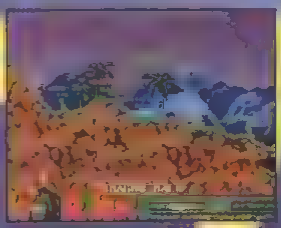
GOUKI Hold L and press again to move over the Random box. Now press **Back, Back, Back, Down, Down, Down, Jab and Medium punch** simultaneously.

DAN Hold L and R and press **Medium Punch, Low Punch, Low Kick, Medium Kick, and then Medium Punch**.

And to make the Dramatic battle option available, have a bash at doing this in a two player game in arcade mode. Leave the characters on Ryu and Ken and both players Hold L button and press Up twice. Then, both players must release the L button and press Up twice again. Now player one should hold X and player two hold Z until the game starts. Phew.

WORMS

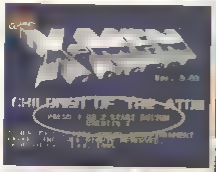
SPECIAL WEAPONS

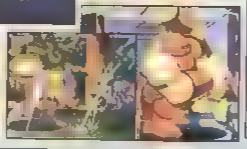


X-MEN: CHILDREN OF THE ATOM

ARCADE MODE

This is from the useless tips department, and although it doesn't actually do that much to the game it makes for an interesting little quirk. To make the game look like the actual arcade game, and bring up messages like 'Insert Coin' instead of the usual 'Press Start' simply hold **down A, C and Start** on the second controller when you turn on the machine and then the arcade start screen will appear. Whilst you are playing L inserts another coin and R becomes the start button. To perform Storm's Hurricane Sweep use start instead of L or R.





DARIUS

RAPID FIRE

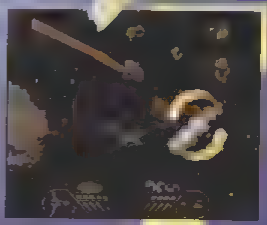
Just a quick one here, continuing on from last month's cheats. On the Start/Option screen **Hold X** and press Z, C, L, B, **Left, R and L**. This should give your ship a rapid fire [illegible] when the game is paused.

TITAN WARS

CHEATS AHOY!

[illegible] game, lots of cheats. Well I suppose [illegible] the [illegible] little extra coverage. Anyway a [illegible] should [illegible] when the game is paused.

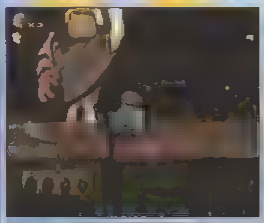
Programmer Heads	C, Right, A, Z, Y
Cloaking	Down, Right, A, C, Up, Left, A
Death Star Trench	Right, Right, Down, Down
Fade To Black	X, Y, Z, Z, Y
Invincibility	B, Up, Left, Left, Y
All Weapons + Shields	A, Left, Left
Mouse Hunt	A, Right, Down
Nine Lives	[illegible] Down, Down, Y

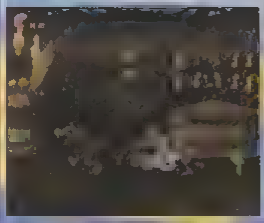


JOHNNY BAZOOKATONE

LEVEL SELECT

[illegible] game ahoy! Let's all pay peer G. Rashie from Co. Antrim who lovously bought this game. But [illegible] as they [illegible] Press S[illegible] [illegible] Then [illegible]





32X

VIRTUA FIGITTER

PLAY AS DURAL

Again this one is for the benefit of [illegible] the engine gets two can have [illegible] Jacky, so you'll [illegible] and it's a really simple thing to do. Firstly, with Akira, then keep pressing left and right. Flicking from Akira to Jacky and back again. Repeat this several times between these two characters. After a few goes, Dural's head should appear [illegible] to Ryan F[illegible] enter for

MEGADRIVE

MORTAL KOMBAT 3

QUICK FATALITIES

Graham Hovell from Truro in Cornwall sent us a nifty sneaky way of performing the fatalities for MK 3

First activate the Killer Kodes cheat **(C, Right, A, Left, A, Up, C, Right, A, Left, A and Up)**, and select it.
Then highlight **'Quick End'** and select **'Fatalities 1'**. He says that you can now do each of the fighter finishing moves by doing the last two button presses in the sequence. To do the other fatalities you must do the same, but highlight **'Fatalities 2'** instead. Super

MADDEN NFL '96

HIDDEN TEAMS

Get ready for [illegible] ps marathon. Untold secret teams are coming your way, so this is for the benefit of all those people who keep phoning up wanting the codes. Now you can leave the dog and bone alone and stop pestering us

84 49ers CABACCA
82 Redskins CBAAAAC
75 Cowboys ACABBAB
72 Redskins CBAACBB
'75 Steelers BCBCBB
'77 Broncos ACBCAAC
'93 Cowboys ABCBBAC
'76 Raiders [illegible]BACA
'83 B[illegible] ABBCABC
'88 J[illegible] ABCBA
'89 [illegible]s ACCCCBA
'94 [illegible]s AABCAA
'[illegible] P[illegible] BBCBBAC
[illegible] CBBAA
[illegible] CCCB
[illegible] ACAB
[illegible] BABA
[illegible] CBAC

71 Dolphins BBACBCC
91 Bills ABAACAC
95 EA Team CCAACAB
83 Raiders BAACCAC
84 Dolphins BACCCAA
'91 Rams BABCCAB
'91 Redskins CACACBC
78 S[illegible] CABCBAB
[illegible] C
[illegible] AB
78 C[illegible] ABC
70 Colts AABCACC
[illegible]s AABABC
[illegible] A
[illegible] AHHH
[illegible] FA
[illegible] BAA

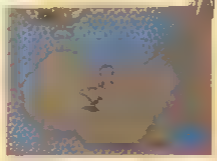
70 Cowboys ACACCBC
71 Cowboys ACACABA
76 Vikings BBBABAB
'64 Colts AACABCA
'82 Dolphins BBAABAC
87 Br[illegible]s ACBBBAA
66 C[illegible]els BAAABBC
92 B[illegible]s ABAAAAA
80 Raiders BABABBB
73 Vikings BBBBCBC
88 49ers CABAABB
'68 Rams BACBCCB
'[illegible] BCBBCAC
[illegible] A
[illegible] B
[illegible] A
[illegible]: BCDACCC
[illegible]: CCABBBA
[illegible] CCACCCB
[illegible] BACACC
NFL PA [illegible] C
NFL PA [illegible] CA
[illegible] BBAA

70 Giants BCABAAB
73 Bills ABACACA
'80 Eagles BCBAACB
81 Bengals ABCACAA
'80 Eagles BCACBBC
69 Vikings BBBCBCB
73 Dolphins BBABABB
90 Bills ABABBBB
74 Vikings BBBBABA
69 Vikings BBBCBCB
90 Giants B6CCBCA
65 Browns AACBBBC
79 Buccaneers CACBAPA
'79 Saints BP[illegible]
80 Falcons [illegible]
79 Steelers [illegible]KAA
'87 Redskins CACB[illegible]

A[illegible] '60s Team CCACA
Ha[illegible]f Fame 1: CBAA
NFL PA 1: CCBACA
NFL PA 3: CCBCA
Ad Madden CF[illegible]
NFC Pro Bowl[illegible]

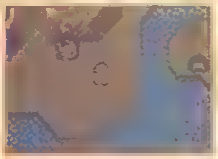
Now this early levels of Sticking Wisdom [illegible] kick of our [illegible] part of our guide to the Lost Forest.

and re enter for all of them to be restored to their original positions. Firstly, get to all of the islands and open any chests, and then try to get to the bottom left corner to gain a purple orb. Then you have to make your way far right, and up to the top right corner, where you'll find another log. This leads to a previously unreachable part of the Lost Forest.



THE LOST FOREST

Once you get to point 4 from the Vale of Gudo map (see last month's guide), no further progress can be made until you get the magical hands. To get these you must take a journey into the Lost Forest. From the start, equip your newly acquired slide boots and use them to slide under the logs, thus opening up the rest of the forest. You should head for the bottom left corner, which leads to the water section and the hands. Once outside, the water will prevent you from progressing, so re-equip your heavy boots and stomp next to the turtles, kicking them across the water, as shown below.



They now provide a stepping stone to the other islands in the middle of the lake. The turtles can be bounced on the corners of the rocks as well, deflecting them off at other angles towards different sections of the water. If one of the turtles doesn't go where you want it to, simply go back into the forest.

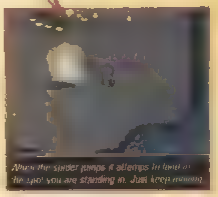
Now go through to the forest, and follow the path round until you reach the chest containing the magical hands. These hands will enable you to fire a boxing glove at medium range to hit the switches in the Vale of Gudo. You can now get to the boss.

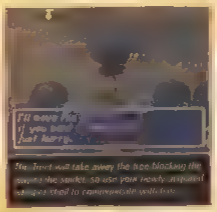
VALE OF GUDO 2

Now that you have the hands, go back to the Vale and, more specifically, points 5 and 6. Stomp through the floor as shown, and use the hands on the switches. You'll now be able to go through to the boss. The rock monster is top easy really. Using the hands, fire at the worm-type thing as it swoops down to the floor. Each section of the beast must be killed, and if timed right the glove can hit all of them in one go. Stand in the middle of the floor, and the monster just circles around you, leaving you free to attack at will. Once defeated, the fairy will appear and give you the whisper she

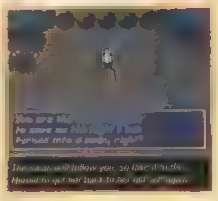
LOST FOREST 2

Now go back to the forest, find the tree pictured (it's around the centre of the map, just below the three blue mushrooms) and use the whisper shell on him. After getting over his surprise at being able to speak to somebody, he unlocks the way to the spider boss and, more importantly, the princess.





To defeat the spider, you must always keep on the move. Contrary to what you may think, the sword is actually better for this guy, as you can get more attacks in quickly. Try to stay behind the spider as much as possible so you can attack and still miss his mini spider webs. Once defeated, the swan will be free, so use the whisper shell to talk to her. You'll then have to go to the Thousand Year Tree to see the hermit.



THOUSAND YEAR TREE: HERMITS ABODE

This level isn't exactly tough, as there aren't many things to trouble you until you reach the boss. Basically, there are five levers inside the tree, and slamming out from each are branches that you are free to wander about on. The only things blocking your path are the patches of leaves that cause damage should you wander into them. To make

LANDSTALKER

them retract, you must stamp on the buttons and they will disappear for a short period of time

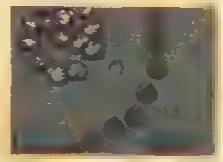
When you enter the tree, go up as far as you can and take the first exit out from the left hand side as we look at it. Then follow the branch all the way left. Stamp on the button to retract the grass, and open the chest to get the monkey suit which will let you climb the vines

Your aim is to get to the top of the tree and destroy the giant cactus which guards the hermit. To defeat the prickly fiend, you must destroy the mini-replicas of itself that it spits out (using the sword is best) and equip the slide boots once the giant plant is alone in bouncing around. Slide into him and he'll be thrown into the air, landing upside down on the floor. Now switch back to the sword, and hit him as many

possible until he turns back up the right way. Now repeat the process until he is finished. The hermit will appear to cure the princess – once she's back to normal, head back to the castle for the showdown

OGEDAN REVISITED

By nipping back to the castle, you will be presented with a dilemma. There are two princesses, and you have to decide which one to kill and which one to keep alive. Here's a little hint – kill the one on the left. She will then turn into Kerry, and you'll be instructed to follow her to the Royal Crypt, where you'll meet the rock boss thing. Before you fight it, talk to the minister and Kaipa, who'll each give you a healing herb. Defeating it is simple – use your magic hands to hit the blob in the centre while avoiding the outer spinning rocks. When defeated, the minister will appear, and guide you back to the King, who'll tell you that the treasury is now open. Go there (it is straight up from the main entrance in the town) and you'll receive the Power Gloves for your troubles. The Sand Labyrinth is your next destination



SLIDE RULE

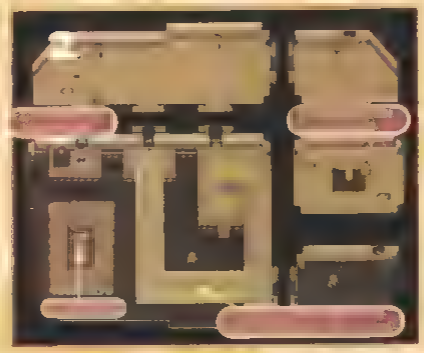
Once you've obtained the slide boots, lots of secret passages become available to you. By walking up to an obscured piece of rock (shown) and sliding, you [illegible] through and into a [illegible] containing a chest. [illegible] of these scatter [illegible] and it's basically [illegible] popping an eye out [illegible] of the rocks [illegible] luck. There are [illegible] to be found, [illegible] and warps and record books and, most bizarrely, a pink suit which seems to be completely useless.

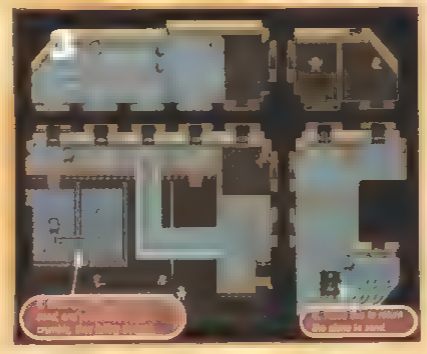
SHINING FORCE

SAND LABYRINTH

This is where it gets tricky. It's a pretty big labyrinth and is inaccessible until you have the mole gloves which are located on the second floor. Follow the labels on the map in number order.

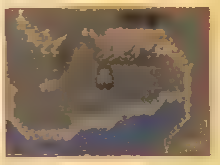
Defeating the sand worms is difficult, but if you move quickly it makes it easier. Wait until you see the sand churning, and this will tell you where they will emerge from. Now move as near to the top of the screen as possible whilst keeping near the rumbles. When the worms pop up, hit them from behind with your sword. As long as you keep out of the way of their fire beams, you'll sustain hardly any damage. Keep repeating this to finish them off and get the spark orb.





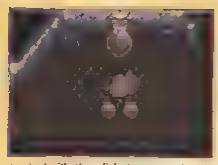
THE OTHER SIDE

Hurrah! The first orb is under your belt, and the adventure really begins. Make your way through the caverns (if you aren't already there), and find the lightning symbol etched into the rock to the left of the thousand year tree. If you equip the slide boots and the newly acquired spark orb, sliding it into the panel will transport you to the other side of the lake. You are now free to enter the Hobbit village and the water labyrinth. At the moment, the village isn't of any use to you (if you are short on life however, find the well in the top right of the map and drink from it) so head straight for the water labyrinth.



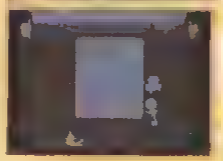
WATER LABYRINTH

Despite its size, this doesn't provide the biggest of challenges. From the start, take the first right you come to (when the floor becomes ice) and go to the far end of the room. Using the power gloves, throw two bombs at each of the cyclops blokes in the wall to destroy them. Then, go through the gap in the right hand side and down the steps to find a chest. Go back to the gaps that were left by the 'clops, and down the other set of stairs. Then slide into the plate on the wall.



again (with the slide boots and spark orb), and you'll be taken to another part of the labyrinth. Follow the path round, and push in the circular switch. This then opens the door straight up from the first icy room. Go through here, and into the room full of water. The th n path to the left leads to another chest. Once you've collected this, head back and take the path to the right. You'll emerge in a big icy room with cracked plates in the floor. Stomp on the one shown to fall down, and push the switch directly up from where you land.

This should have now opened the door at the top of the watery room. Go through, and down to the next level. Go left from the start and touch the switch, quickly running across the crumbling tiles onto the temporary blocks the switch activates. Then head along the right path. Follow the rooms round (there is only one way you can go), through the big water room, and push the switch that you find. Now you have to track back to the crumbly platform and fall down as there's no way of getting back. Take the exit in the top right of the room you land in, and follow that round (ignoring the other cyclops for the moment) until you can go back up a level. When you emerge from the stairs, go left. You'll end up back at the start of the crumbling platform. Touch the switch as before and run across, but this time go left instead of right. Again, follow the rooms round, down a level and into a room with three panels in the wall. Each panel will warp you all around the level when you slide into them. Try to get to a room with a square 'pond' in it, and a door to the left. Come out of here, use the bombs again to blow up the two cyclops and then go through the door at the top to reach Banbo.



Defeating Banbo is easy, but the flying lily pads prov a tricky hazard. Equip the sword, keeping the accelerator fully charged, and run round the island until Banbo appears. Then hit him a couple of times before he disappears and carry on running. The chances are that he'll appear in front of as you run round, meaning you'll be able to get more hits on him. He takes about 8 or so hits to defeat. Your reward is the freeze orb.

SPARK SLIDE

This is probably the weakest of all the magic featured. When you slide, a flurry of sparkl sparks appear at the end of your feet. A bit poor.

ICE SLIDE

The better of the two slides, this has a shield of ice to protect you as you slide, and cause damage if it hits. The power and speed of the slide is also increased when this is equipped.

POWER OF ORBS

ICE SHIELD

By combining the Magical Hands and the Freeze orb, an ice shield appears, blocking any laser beams preventing further progress.

ELECTRICITY

This is the key to making tracks when you reach the Jump Labyrinth. By throwing the ball of energy into the rings, [illegible] a path for you.

WATER FREEZE

This is needed to get into the Mirror Labyrinth, and also to make it [illegible] the Jump Labyrinth. Basically, it freezes any water that is too deep for you to walk through. It also freezes [illegible] bombs, increasing the [illegible] time you can carry them before the fuse starts to burn down.

RANGE SPARK

A [illegible] of small electricity particles come shooting out from your feet when these two items are combined, causing anyone in close proximity, to be instantly destroyed. However, this has a long recovery time, if it misses.

[illegible] of the guide, there is still a way to go yet. So if you want to progress further, head for the Jump Labyrinth. See the wisdom wisely, my child.

SNK

OUT NOW (IMPORT)

£70 (INC CART)

BEAT 'EM UP

1-2

JOYPAD

GAME DIFFICULTY NAH!

CONTINUES INFINITE

SKILL LEVELS 8

RESPONSIVENESS AHHHHH

Made appearances in the arcades, and on the hugely popular (not) Neo Geo system, before SNK decided to port it over to Saturn.

Please. Spare me this again. Beat up some blokes or women, with magic stunnin' etc. Yawn, Yawn.

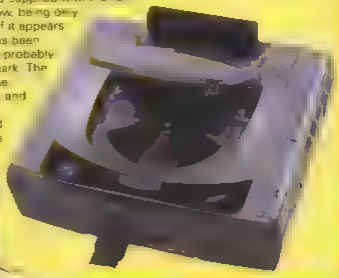
BET TO RURAL

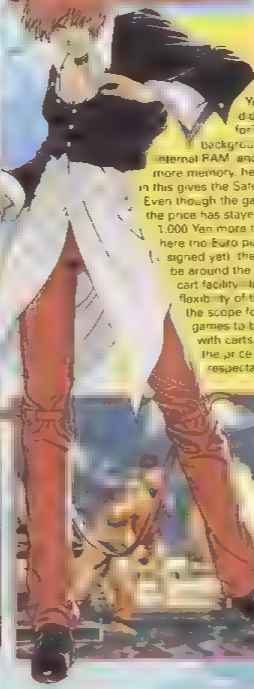
Hallo and welcome to the Unoriginality Oscars, here in Hollyoaks, the home of all crap actors and some the most unoriginal game ideas of the century. It's reached that time of the year again – that time when we honour the drose that is left out of the conventional Oscars, and leave behind the Capcoms of this world. So, without further ado, let the ceremony begin, and we start with your host, You Ain't Got A Bob Hope.

"Thank you ladies and gentlemen, and welcome to this, the fourth annual Oscars ceremony. Now I know you hate all this babble, so we'll move straight on with the first award. Most Unoriginal Game Concept. And the nominees are: King of the Fighters, for another one on one beat 'em up, SNK for churning up yet another beat 'em up; and the Neo Geo for being the only computer made for one-on-one beat 'em ups. I think you'll agree that it's a bit of tough one to call, so lets take a look at each of them. KoF- (cue numerous punching noises), SNK (I'm sure there should be a W and an A in the name) and Neo Geo (cue scrapyard noise) And the winner is, tension here, ALL OF THEM, because they are all, unoriginal, mindless pap

UNO DUAL ROM, ROM, ROM

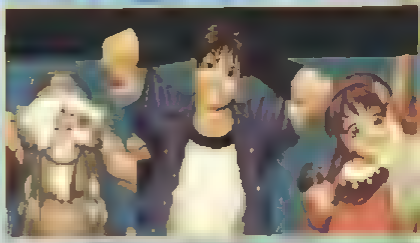
You probably know about the cartridge by now, if you don't why did you read the feature last issue? but what exactly is it there for? Well the bulk of the cartridge's memory is used for backgrounds. You see when the Saturn loads a game it stores it in the internal RAM and to fit a game the size of King of the Fighters on it, it needs some more memory, hence the 16bit ROM cart that comes with the game. When plugged in this gives the Saturn the opportunity to pick out bits of info as and when it needs it. Even though the game comes supplied with the cart the price has stayed pretty low, being only 1,000 Yen more than VF2. If it appears here (no Euro publisher has been signed yet) the price will probably be around the 60 quid mark. The cart facility illustrates the flexibility of the Saturn and the scope for future games to be bundled with carts, seeing as the price is pretty respectable.





ALL FOR ONE!

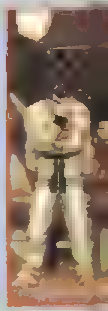
Probably the best thing about King of the Fighters is the opportunity it gives you to play in the team battle mode. Although the team battle is nothing new, it's the magnitude of this version that is attractive. There are 24 playable characters to choose from, and each of these is already split up into teams of three, each team with their own background. When you select the team battle mode, you are given the choice of keeping the groups the fighters are already in, or selecting any three to form a new team. The good thing about this is that you can obviously pick the three characters you are best with to make an unstoppable outfit rising to the top of the fighting ladder. Maybe



BUT THERE'S A CATCH

There are two ways to execute the Super attacks that every character has. These are the ultra moves that can get you back into the game by draining away over half of your opponent's energy. If you can get a bit of time in the round, by holding down L, the character will charge up his energy bar until it reaches Maximum. This is the first place you can do the moves, and the other is probably where you are more likely to pull them off. When your energy bar gets below a certain level, it begins to flash red, and at this point you can use the super attacks as many times as you like until either you are dead, or your opponent is. The moves consist mainly of a rotation following by a button press, meaning they are quick to slip in on the unsuspecting fighter.

MAXIMUM



ANIMATION IS WHAT YOU NEED

There is a wealth of animations and little poses that the characters do in the game. So many, in fact, that the R button is used solely for taunting your opponent during the match. When the characters are in three player mode and are standing in the background they respond to how their fighting team-mate is getting on by winding every time he/she gets hit clapping and generally looking pleased when the character is doing well. They also look dejected when the character has been defeated with some collapsing in a heap on the floor.

COMMENT

STEVE

COMMENT

MARCUS

▲ Some of the backgrounds are really well detailed...
▼...yet others look like 16 bit alternatives.

▲ The people in the back, and the general movements of the main characters, are all fluid and well drawn.

▲ Looking pretty standard, but there are a few nice touches.

▲ Loads of impressive bits, speech and music accompany all of the game. And it's all clear as well.

▲ The taunt mode is a very good idea...
▼...but its execution leaves a lot to be desired. We rest our case.

▲ Loads of characters and their styles of play mean there is a lot to find. ▼Yet it still becomes boring too quickly.

Could have been a potential Capcom beater, but has come on its knees. Where has Virtua Fighter 2 come from?

79

GT INTERACTIVE

JUNE

£44.99

BEAT 'EM UP

CONTROL: JOYPAD

GAME DIFFICULTY: HARD

CONTINUES: UNLIMITABLE

SKILL LEVELS: 8

RESPONSIVENESS: EXCELLENT

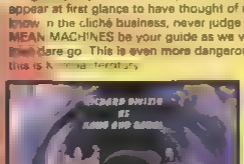
Created by the Williams pairing of Boon and Tobias, this is the fourth version of Mortal Kombat to appear on Saturn for some. Originally a coin-op.

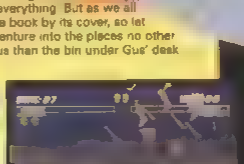
We've said this so many times over the last few months that it's getting boring. Beat up everyone. No fun.

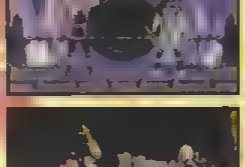
REACH MOTARO ON WARRIOR

So there you are, faced with the monstrosity of a half-human, half-robot thing. It's a battle to the death, and no mercy will be shown (unless you choose to grant it). Blood is the order of the day, and ripping your opponent limb from limb is also strongly advised. Then you get the immortal words, "Finish Him/Her," and this is your chance to impress the onlooking Shao Kahn, so what do you do? Turn yourself into a snowman. Only in Mortal Kombat.

Yes it's that time of year when we dust off the the Detox (for all those nasty cuts and scratches) and prepare to decapitate a few people as Mortal Kombat returns to torment Mary Whitehouse and sell bucket loads of games to the gore loving public. This isn't any old conversion however. This is the Ultimate version, and by far the best of the series. The difference between this and the other versions is that it features the most characters an initial total of 20 to play as – and of course the obligatory secret warriors. And coupled with the greatly improved combo potential, the programmers appear at first glance to have thought of everything. But as we all know in the cliché business, never judge a book by its cover, so let MEAN MACHINES be your guide as we venture into the places no other mag dare go. This is even more dangerous than the bin under Gus' desk this is [illegible] territory.



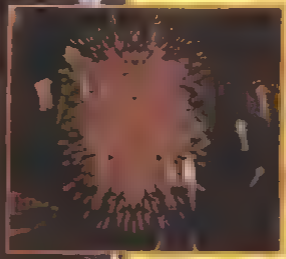




I'LL BE YOUR DOG

SEKTOR

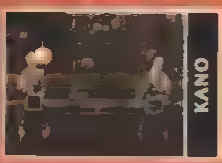
SUB ZERO



MORE HITS THAN TYSON!

Let's talk combos. Many people were a bit peeved with the first couple of games because they lacked the versatility of Street Fighter in terms of combos. But in MK3, the programmers added a whole new combo engine, giving more to string together

loads of hits by ... combinations in the correct order. ... the hardest of things to pull off, ... the variations of SF. But for this ... that the programmers have ... look at it and tweaked the engine ... , making different combos a lot easier. For a start, another hit has been added to everybody's combos – a jumping punch which can then lead straight into more hits. And now, special moves can be slipped into the proceedings with a lot more ease and grace than before.



THE FAB THREE?

As you [illegible], there are three empty spaces [illegible] character select [illegible] start the game. And do [illegible] you the three secret people are? [illegible] you probably do, but we'll tell you again anyway. All of these are accessed by a Kombat Kode, but we won't spoil it by telling you just yet.

MILEENA

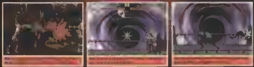
She originates from the same race as Baraka from MK2, and conceals a nasty set of teeth beneath her mask. As with that game she has a couple of wacky fatalities - for instance, she eats a packet of nails, and spits them at her opponent. Her normal moves are the same as in the second game.

ERMAC

A lot of confusion has surrounded him, and whether he was included in an earlier arcade version of Kombat. At certain points in the game, a message would appear along the lines of Ermac [illegible], Ermac actually stands for Error Mac, and was a bug, but now he's a full living character.

CLASSIC SUB ZERO

Extend a hand as we welcome back the Old Subby from the grave. Thrown in to give the nostalgic among you something to cling onto, his primary moves remain exactly the same as the older versions of MK. He has acquired two new fatalities in the refurbishment process.



Take that, and that, and that. [illegible] you turn to do the washing up.

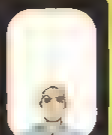
BRING OUT THE ANIMAL IN YOU

The possibilities of the finishing move possibilities are definitely the Animalities. These involve the player morphing into an animal, and then finishing off the opponent in that form or another. To perform these moves, you and your enemy must have won a round each. Then, in the final round, you must see the 'Finish Him/Her' message up, and then perform a mercy (move over half a screen away, and hold run, press D, D, then release run). Now kill the person again and perform the desired move to set the animal free! Anyway, not all of the Animalities are blood and guts moves. Nightwolf turns into a monkey that chases the opponent off the screen, and just when you think that Kitana has turned into a cute little rabbit, it then promptly devours you.

8 PLAYER KOMBAT

As well as being able to participate in the one on one side for this game there are a couple of other opportunities for multi-player fun. Team battle, where each player controls a character, two players, much like Tag Tournament from the Sega game, where you take control of two players, and one takes over from another when defeated. Then there is the the EIGHT (count 'em) player knockout style battle, where two people fight each other for one round, and the winner progresses further until only one warrior is left.

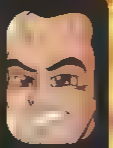
COMMENT



STEVE

What is it about a bit of blood and guts that makes you let go mental? The sight of someone's head being ripped off seems to appeal to almost everyone, judging by the noise of the other games. And, having played this version, I can now safely say that I understand why. It's hard to put my finger on exactly, but there is something about this game that keeps on pulling me back for more. It's not so much that I'm a crazed psychotic killer who needs the sight of blood to keep going, it's just that I really like this game. The other versions, which I played for many hours, were a source of many chuckles, but the novelty of the finishing moves soon wore off. And although this happens in this game, there is far more here to keep the interest level high. The graphics are really well drawn, and coupled with the extremely atmospheric music (which I think is one of the best elements of the game) make for the suitably Gothic setting a game like this requires. And, fatalities aside, there is a lot more in the way of combos and other finishing moves to warrant purchase if any of the other versions are owned. I initially harboured doubts over the quality of the coin-op surviving the conversion process. I needn't have worried - this is more than just another round of Mortal Kombat. Another top class fighting game has arrived for the Saturn.

COMMENT



GUS

Steve's spot on when he contrasts this new UMK3 with the previous games. I've never been so much of a fan of Mortal Kombat over the Capcom games because the main fighting was subordinate to all the fancy finishing. Now every aspect of the game is of the highest quality, with a pace and variety to the player styles that is pretty breathtaking. There's an enormous amount of playing in Ultimate, even for the seasoned player, and the computer promotes a particularly vicious onslaught in one-player mode. Just a short period convinced me I'm going to have to practice like hell to match Steve. Suits me, sis.

Presentation 92

▲ The backgrounds and the presentation of the game are all very good, and contain lots of details.

Graphics 91

▲ The characters' movements are fluid and smooth. ▼Some of the fatalities don't look as complete and 'real' as they could.

Sound 94

▲ One of the strongest suits of the game. Played through the right system, the atmosphere comes hallowing forces.

Options 89

▲ Stacks of speech, linked with sophisticated, sparse and tense soundbites, are all you could possibly hope for.

Control 92

▲ Easy to pick up, but tougher to get the combos and finishing moves down to a tee.

Lastability 93

▲ Over 30 characters to master, with three different game styles and lots of difficulty settings.

Overall 93

Easily the best Kombat of the series, and well worth owning even if the other versions are sitting on your games shelf. An excellent game.

SATURN CD

MEGADRIVE

MEGA CD

SEGA 32X & MEGA CD

WITH YOUR PLAYSTATION

1 MONTH TRIAL MEMBERSHIP JUST £1

SAVE UP TO £70 OFF THE COMBINED RRP ON ONE SATURNS

AND FREE FAST DELIVERY

MEGADRIVE DEALS FROM JUST £69.99

MEGADRIVE 2 WITH 6 X GAMES AND 1 SEGA CONTROL PAD 89.99

MEGA CD 2 WITH ETERNAL CHAMPIONS 109.99

Mail Order Address. Cheques payable to

SPECIAL RESERVE

P.O. BOX 847, HARLOW, ESSEX, CM21 9PH

WHY BUY? SELL TO US

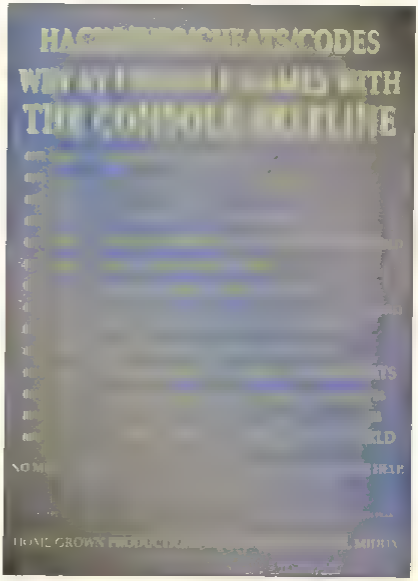
LIST THE MD/CD/32X/GG GAMES THAT YOU WANT OF SIMILAR VALUE IN ORDER OF PREFERENCE

MEGA XCHANGE

SEND YOUR BOXED GAMES INCLUDING MANUALS IN A PROTECTIVE ENVELOPE

INCLUDE YOUR NAME & ADDRESS & CHEQUE/PO PAYABLE TO "MEGA XCHANGE"

TO ADVERTISE IN MEAN MACHINES SEGA CALL LIZA HAWKES ON 0171 972 6700



VIRGIN

MAY

TBA

BEAT 'EM UP

1-2

CONTROL: JOYPAD

GAME DIFFICULTY: ARRANGE

CONTINUES: UNLIMITED

SKILL LEVELS: 7

RESPONSIVENESS: BRILLIANT

Vampire Hunter is Darkstalkers 2. Capcom adapted the original arcade board. This is an amazing reproduction of their CPS II coin-op.

Defeat the other Darkstalkers, boosting power until you can unleash some demonic attacks.

300,000

Every culture has its stories of the spirit world, every nation its spooky places. The dark forests of Eastern Europe were the birthplace of the vampire legends, which finally found famous form in Count Dracula. Switzerland was the more unlikely setting for Mary Shelley's man-made monster created by Victor Frankenstein.

...the east stories of warriors rising from the grave as fearsome ...ire ...ved for centuries and contrasts with the fears of the Twentieth ...ury when the science of ever more powerful and ...ntelligent ...ines ...as spawned a centre of chilling fict...n

And Rent-a-Ghost. That's the British entrant for the Eurovision Spook ...test. You remember Mr Claypole, Miss Popov and the pantomime horse. Ghostly ...apes with hilarious consequences and all that. Clearly ...ere ...be ridiculed as the Japanese have used it as an inspiration for the wacky nature of Vampire Hunter. Some of the characters carry sharp weapons that admittedly would not be acceptable on teatime TV, but this latest beat 'em'up is all comic, not gruesome.

SWINGING BLADES (EX)

REFLECTIVE SHIELD (EX)

LEI LEI

CHILD GHOST

THE GRINDER

SPROUTING BLADES (EX)

QUAKE WEIGHT (EX)

FIRE ELEMENTAL (ES)

DONOVAN

VAMPIRE HUNTER

ICE ELEMENTAL (ES)

STORM ELEMENTAL (ES)

TITAN STOMP (EX)

IT'S ALL TOO GHASTLY

Finally, we reveal all twelve Darkstalkers characters and their unlikely fighting disciplines. Look out for attacks marked 'ES' which are souped up by using two or more punch/kick buttons. Using your special energy bar, 'EX' are devastating progressive 'finishing' moves.

GALLON

WEREWOLF

HOUNDS OF HELL (EX)

FLASHING TOE UPPERCUT (ES)

ROLLING THROW (ES)

FIRE DRAGON (EX)

HOWLING DASH (ES)

DEMITRI

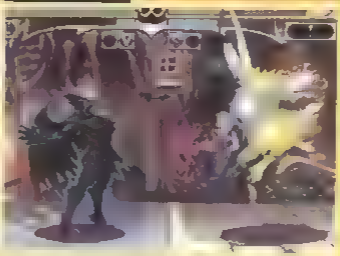
VAMPIRE

SPINNING WINGS (ES)

HELLFIRE BALL (ES)

DRIVING STAKE (ES)

FINGER OF DEATH (EX)



RAIN OUT OF HELL (EX)

MORRIGAN
SUCCUBUS

ENERGY BOLT (ES)

PLUMMET THROW (ES)

ROCKET ATTACK (EX)

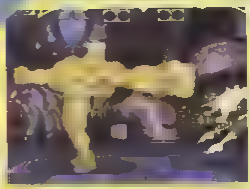
DEMON PUNCH (ES)

MIRROR ATTACK (EX)

VICTOR
MANMADE MONSTER

FIST DASH (ES)

SMASH THROW


POWER CLOTHESLINE (ES)

EARTHING CHARGE (EX)

SHOCKER LARIAT (EX)

ZABEL
FASHION ZOMBIE

HOOKING SWORD (EX)

GOUGING THROW (ES)

SLAM DUNK (EX)

SHOCKER TOP (EX)

JACK ATTACK (ES)

ANAKARIS

EGYPTIAN MUMMY

BURIAL ATTACK (EX)

PORTAL ATTACK (EX)

SARCOPHAGUS DROP (ES)

INFANTILE BREATH (ES)

BANDAGE GRAB (ES)

FELICIA

FELINE SPIRIT

SCRATCH TWIST (ES)

FELINE FRENZY (EX)

ROLL AND POUNCE (ES)

DUST SCRATCHER (ES)

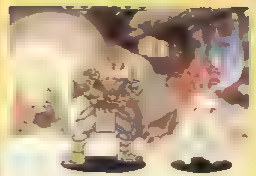
PLAYMATES ATTACK (ES)

UPWARD SLASH (ES)

GHOST LEGIONS (EX)

BISHAMON

SAMURAI SPIRIT


HINDERING SPIRITS (ES)

SUICIDAL SWORD (ES)

CRUSHING THROW (ES)

PHOBOS

TERROR ROBOT

ICE LASER (ES)

AIMING LASER (ES)

LOW LEVEL BAZOOKA (ES)

ARTILLERY BARRAGE (EX)

MAGNET TOSS (ES)

AULBATH

LAGOON CREATURE

RIPPLE RAY (ES)

TIDAL WAVE (EX)

GAS ATTACK (ES)

WATER JET LEAP (ES)

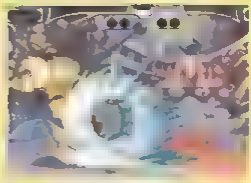
BUBBLE TOMB (EX)

FIREBALL (ES)

SPHERE THROW

PYRON

FIRE ELEMENTAL



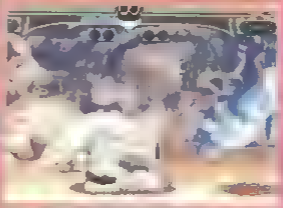
CATHERINE WHEEL (ES)

ENERGY FIELD (EX)

WALL OF ICE (ES)

SASQUATCH

ABOMINABLE SNOWMAN



GOBBLE THROW (ES)

SNOW BALLS (ES)

ICE BEAM (EX)

THIN ICE TRAP (EX)

COMMENT

GUS

Capcom are the unchallenged exponents of the 2-D beat 'em up, and the Saturn is the most proficient machine on which to recreate their arcade games. Vampire Hunter is the supreme demonstration of this, with a conversion of such utter grace, anyone into combat games should consider it a must-have. It's true that we've raved about X-Men and Streetfighter in turn, but Vampire Hunter strikes a good middle ground between the two. There's much more in it than X-Men — more specials, and the potential to charge these into extra specials, more characters and a greater range of backgrounds and fighting styles. It's also less 'wham-bam' than X-Men. On the other side, it's easier to grasp than Streetfighter, with lots of comic touches and some outrageous animations. In terms of sound and graphics it's impeccable, indeed sets new standards. It's my personal favourite of the Capcom three. Congratulations to Virgin for signing it.

COMMENT

STEVE

The confrontations that Streetfighter Alpha engendered last month are cropping up again here. Whereas I loved Streetfighter, but Marcus didn't, Gus loves this and I don't. Don't get me wrong here – I have spent quite a bit of my spare time playing this and I'll agree that it is definitely worthy of 'mega game' status. But I didn't derive as much satisfaction from this as Alpha. In fact, the gameplay seemed a little shallow to me. Some of the moves are tough to pull off, but there are so many to incorporate it doesn't matter quite as much. But one thing that does appeal to me greatly is the humour in this game – especially Zabel's slam dunk move. This is definitely a new angle for Capcom to take with their fighting games and, from the looks of this, a very successful one. And if you compare it to the other big fighting game reviewed this issue, King of the Fighters, it frankly dumps all over that. It just goes to show that Capcom are indeed masters of the genre.

GRAPHICS 95

- Gorgeous settings and intricate character design, with some of the most amazing move titles ever.

SOUND 93

- The tone of Tremor from the arcade game is barely noticeable. The range of animation is huge.

MUSIC 90

- Beautifully moody, even easy-listening style orchestrations – it just suited the game's mystic appeal.

FX 91

- The quality of the thumping effects is best appreciated on a TV with a good bass. Even the bandwagon provides a source for sound effects.

PLAYABILITY 92

- Responsive, with an easy speed and difficulty settings. Brilliant range of character control.

LASTABILITY 92

- An undeniable and instant classic, with huge scope for refining your gameplay.

OVERALL

As good as any other beat 'em up, Vampire Hunter is an awesome coin-op conversion.

94

BY SEGA

JUNE

£44.99

FOOTBALL

CONTROL: JOYPAD
GAME DIFFICULTY: AVERAGE
CONTINUES: SAVE GAME
SKILL LEVELS: 9
RESPONSIVENESS: GOOD

Originates from PC and Playstation Actua Soccer, and is in fact Actua 2, with all the faults from those versions having been removed.

Concrete is a detailed, and well researched, simulation of the European Championships.

WIN WITH HOLLAND

SUNDAY MORNING PARK FIELD

WEMBLEY

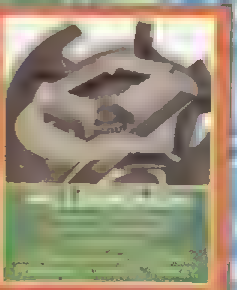
OLD TRAFFORD

ANFIELD

STONE ME, IT'S BARRY DAVIES

"Does this ... and do the ... maybe... "Everybody's doin' a brand new dance now. C'mon baby, do the Euromotion." Maybe.

I think I'll put my dream here for a while and watch the amazing ... commentary ... Hmmm, ... Or you ... fancy taking a walk to the shops for us?"



UEFA euro96

PICK ME A WINNER

TEAM SET-UP

HALF TIME
SCOTLAND 0-2 ENGLAND

Mama Mia
I come to England to play da footbaw and all they wanta me to do is sing. Just one Cornetto give me to me. Tra.

All that talk about me not liking Chris Armstrong is rubbish. All I said was that he is a pillock and can't play football to save his life.

UMBRO

AND FOR VIEWERS IN GERMANY...

DOWN FROM ABOVE

COMMENT

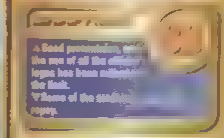
STEVE

...avoid relegation after ...form playing. Now thi... ...es at the top. This ...certainly catches the eye in ...many ways. It ha... ...ves movement ...produce some excellent-looking moments ...strung together nicely ...and make no mistake about it.

COMMENT

GUS

Despite that, I haven't had so much fun ...nce Archie Gemmell scored for Scotland against Holland in 1978.



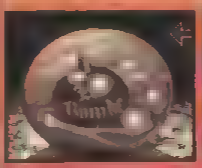
91

THE

HOR

S

YE OLDE SHOPPE



BMG

MAY

£44.99

ADVENTURE

1

CONTROL
JOYPAD

GAME
DIFFICULTY
HARD

CHARGING
SAVE RAM

SKILL LEVEL
1

RESPONSIVENESS
CLUMSY

N's
programmed by
kings of the
3DO, Crystal
Dynamics, an
industry
produced title
game for the
system.

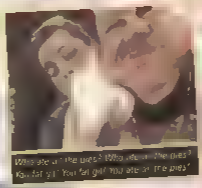
Set up a
thriving
community,
save some
cash, and
protect your
little village
from the
attacks of the
Horde.

GET TO 3RD YEAR

RDE

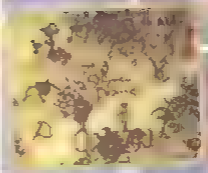
FRENCH CROPS

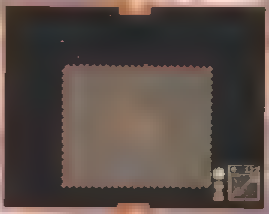
Look! I can hold a sword in my left and balance a bowl of rice at the same time!

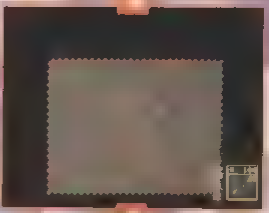

What are the uses? What are the uses? You fat git! You fat git you are in the pits!

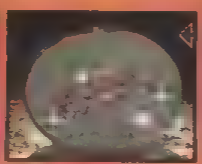
Gawsh, a waffle-thon rent ya? No! It's cutlery! But as it is yer, waffle now.

Hello, I'm the Famous Tea Cosy Man! Here's how and I'll pour you a cuppa.









HORDE

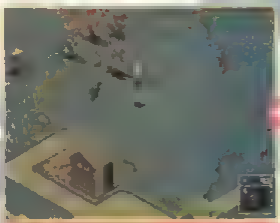
GARDENERS' QUESTION TIME

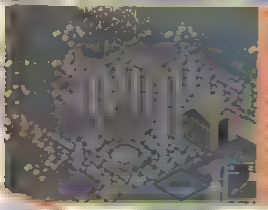
PIGS

SPIKES

COWS

CALL HORDE





COMMENT

STEVE

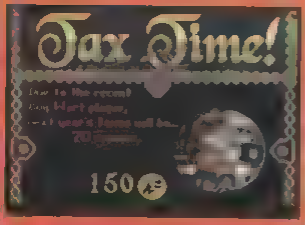
Strange old bird this. On the one side, there is a pretty in depth game, which, when you know exactly what you're meant to be doing, can be pretty addictive. The enticement of buying all the mod cons to progress further works well, and the bodyguards are particularly funny if you can get them to work in the right places. But The Horde's strongest feature for me is the depth. Everyone who has been bothered to play this for longer than the standard 20 minutes-this-is-crap-turn-it-off period will find that there is a good game underneath here trying to get out. The initial problem is working out what you are supposed to be doing. It's not so much that the controls are the problem, it's more to do with the actual planning and the building of the town. I didn't realise at first that, like the cows and the crops, the trees give you money. But, once the initial year is negotiated, the rest of the game becomes quite compelling. I can't see everyone going for this, and it's definitely not a classic game, but I feel it is well worth a look if you have the patience.

COMMENT

GUS

The Horde is Crystal Dynamics best game of the last couple of years, and works far better on Saturn than Solar Eclipse or Gex. The game's strengths are its originality and depth. The mixture of short action sequences and pretty involved strategic planning [illegible] make it play like a Sim City with balls. The whole affair centres round money, rather than lives, and the player feels totally free to make spending decisions to add another couple of crown to his coffers. The interaction between the two distinct gameplay sections is neat — as a player gets more proficient at killing Horde, he can spend less on defences. To spice up what can ultimately become a bit repetitive, there's all manner of random occurences, brought to you by a newsreader, which force you to be less complacent. The game's greeny appearance speaks for itself, but The Horde is far more attractive than its visuals let on.

FROM THE POOR TO THE RICH



▲ They may look lowly basic at first, but the village is actually quite detailed.
▼ Didn't need the crappy FMV really.

▲ The men, cows and Hordlings are all surprisingly well done, and actually look like time and effort has been spent on them.

▼ Sim is-game lacks depth, and it's extremely annoying. Not at all good.

▲ The Horde make amusing noises.
▼ Shame the Horde here isn't more than Amygdoos.

▲ Give it time, and you'll be reaping the benefits.
▼ Don't give it time, and you'll eventually discard it.

▲ It's a big ol' game, and quite an bonus about it.

Not as insanely appealing as we'd like, and the genetic memory you will hate it. However, just scratch away the surface...

86

The Japanese have drawn heavily from robot imagery for such classic Manga/Anime stories as Guyver, Bubblegum Crisis and Appleseed. So it seems pretty strange that it has taken so long for any games of this style to appear on the Sega format (no doubt some gaming anorak out there will write in to point out otherwise, but who cares). However, with the arrival of Gungriffon, the ultra high-tech, heaving slabs of machinery finally make it onto the Saturn, in a blaze of WD 40 and Ronseal No Rust Metal Protector. Remember, "It does exactly what it says on the tin."

Gungriffon lets you take the controls of the aforementioned robot geezers as you are thrust into the all-out warfare of a futuristic Eurasian Conflict. It's mass destruction ahoy, with your prime objective being to blow the crap out of everything bearing the slightest resemblance to an enemy fighter. Of course, being the ultimate in fighting technology, you have an impressive range of moves and weapons available to you, giving you the all-important edge over the other 'griffons in the battle field. Except for the fact that there are loads of other identical robots desperate to kill you. Now, where's that Ronseal...?

GAME ARTS

BUT NOW (IMPORT)

IMPORT (£79)

SHOOT 'EM UP

CONTROL
JOYPAD

GAME DIFFICULTY

SKILL LEVELS & RESPONSIVENESS
EXCELLENT

Game Arts made one of the few half-decent Mega CD games – Silpheed. Now they've moved onto Saturn.

Taking control of a super-powered Manga-esque killing machine, you must destroy other mechanical menaces in a blazing frenzy.

COMPLETE 4 MISSIONS

SHOOT TO KILL

This is Mar[illegible]. Do you read, over? Stand by for weapons analysis and safety check. Over.

Gun

This is the standard weapon that is automatically selected when you start. It kills the tanks with one hit, and other griffons and helicopters with a couple of shots. Supplies of these are pretty limited, so use them wisely.

Seeing as all your other weapons are limited, this one had to be infinite, but it does overheat when used excessively, demanding a cooling-off period. The overheating is shown by a small energy bar at the bottom of the screen.

Bazooka

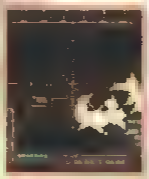
Ground Force and Landstalker [illegible] wise appearance [illegible] in the case RPG stands for rocket propelled grenades, and these are pretty hot stuff. 6 or 7 grenades launched at once mean total carnage.

Anti-tank missiles. These are the most powerful weapons you have, but you only a few of them at your disposal. They are most useful for the airborne opponents, as they have homing capabilities. However, they may miss the quicker opponents.

GRIFFON

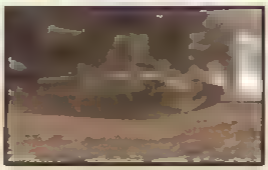
THERMAL IMAGERY

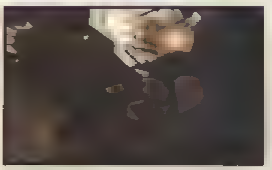
It's a well-known fact that robots can't see in the dark. So to counter this problem, each of the griffons have been fitted with a thermal sight vision adaptor type thing. What it basically does is make all the enemy robots stand out. The only downside to this is that the rest of the screen turns a decidedly dodgy green colour, which means that viewing everything else becomes much harder.



RA

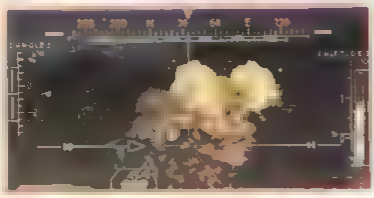
It got the attention of all the retro freaks anyway. Located in the bottom left corner of the gaming area is the radar, which plays an integral part of your process to get further into the game. MEAN MACHINES gives you the vital info you need to know.





THERE'S NO LIMITS

...ever go will end. The game does ...nothing too near the boundary, as ...ster and slowly lower the ...



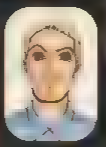
C... WI...

In the normal game mode (without your thermal ...sight on the game has three forms of target... When an enemy is really far away, and barely in sight, the target is really wide, meaning a bit to... harder to achieve. The closer you get, the smaller the target, and the closer your opponent becomes. When the actual sight is over the enemy, the target starts to flash, and that is the time to let rip with the artillery. If hunting using your radar, don't shoot anything in blue as they're your buddies, just pummel anything that appears in a red or yellow target, because they're out to get you.

JUMP KNOWN!

Bored with your standard single direction movement? Tired of going the same old way all the time? If the answer is yes, then try new Boost-O-Matic. Available in an unrepeatable offer, this super attachment plugs onto the side of your robot and gives you the ability to leap vertically, and hover in the air for a few seconds. This gives you time to survey the surrounding area at a lofty altitude, and still smack any pesky helicopters that might be in your way. Buildings can also be leapt in a single bound as well, should the need arise.

COMMENT



STEVE

The more I play this game, the more it grows on me and the more I realise what a quality piece of coding this is. The fantastic intro sets the scene for what you think will be an awesome graphical tour de force, but I was left with a slightly let-down feeling in that respect. The playability, however, more than makes up for the occasionally dodgy graphics. The game is really addictive, and once the controls have been mastered (which may take a few goes anyway) the ultra-smooth nature in which the game runs become apparent. The pace of the action never lulls, as there is always something to kill, or at least hunt down. The sounds are best experienced through Dolby Surround, but for the standard TV owners out there, the thuds of machinery and robot beeps are still suitably impressive. If the graphics and potential repetition don't worry you, then you'll enjoy this highly polished piece of software.

COMMENT

MARCUS

I agree with Steve that Gungriffon's graphics never quite live up to the promise of the extraordinary intro sequence, but that's where my gripes end. The highlight of this unusual combat game is becoming immersed in cat and mouse games with enemy artillery – it can get frustrating trying to hit fast-moving tanks, but strafing something until it explodes with spectacular effect is very satisfying. The varying terrains disguise the similarities between each mission, and the hover facility allows you to go head-to-head with helicopter gunships in Thunderhawk 2 style. Don't be dissuaded by the rough-around-the-edges look of some of the screen shots – this definitely plays better than it looks.

GRAPHICS 87

▲ The intro is one of the best seen anywhere. ▼But other sections let the overall feel down.

SOUND 83

▲ Some of the spoken robots are particularly well animated, and look very realistic.

TUNES 80

▼ No in-game music to speak of, which is disappointing, but other music is good.

SFX 82

▲ The beeps and explosions are all from the top drawers.

PLAYABILITY 84

▲ Get over the initial control problems and this becomes really playable. ▼Not really enough variety.

LASTABILITY 81

▲ Even on easy this represents a pretty stiff challenge.

OVERALL

An excellent game, only slightly spoilt by occasionally lacklustre graphics.

88

Virtua Fighte

Virtua Fighter Animation

SEGA

TBA

TBA

1-2

CRIMINAL JUSTICE

GAME DIFFICULTY

CONTINUES 0

SKILL LEVEL 1

The world's greatest beat 'em up makes its debut on the Game Gear, complete with a solo story mode.

Assemble a team of your fighters, then battle your friends or the computer in multi-player mode.

BEAT EMBAL

ACT II - THE BOUNCER

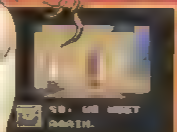
The restaurant's bouncer spots Pai and, hoping to claim a reward from Lau, tries to abduct her. Pai's ... Gaolin wants to take the unwilling Pai to Gaolin's street as his wife. Pai dashes into a restaurant and bumps into Akira who promptly kisses the astonished girl. Unfortunately for him, he's caught her on a bad day.

ACT III - FATAL ATTRACTION

Jacky tells Akira and the rescued Pai that his sister Sarah has been kidnapped by the Crazy Dragons. Kage-Maru, ... tells Jacky that Lau will be pleased when Pai ... herself ... to Master Lau. Needless to say, such provocative behaviour can't go without a smack.

ACT IV - THE WOLF'S DEN

An ex-gang member tips the team off that Sarah was taken to an underground fighting arena. Desperate for information, Jacky threatens the arena's owner. The man tells him "If you can beat my champion, I will tell you where she is." His champion is one Wolf Hawkfield...



ACT V – THE EUROPEAN CONNECTION

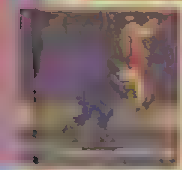
The beaten Wolf joins the group in travelling to Europe and a castle which is guarded by Kage-Maru. Pa is disgusted by the Ninja's loyalty to the Crazy Dragons " sense you are a man of honour... why do you work for someone as despicable as Lau?" But Kage is not for turning.

ACT VI – THE

At least not until he's had a kicking off the VF boot squad. The defeated Kage takes them to Sarah while she's been brainwashed. "Die Die. Everybody die!" she screams attacking her brother.

ACT VII – WINNING AGAIN

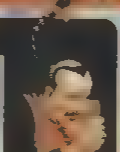
Sarah is beaten, and snaps out of the mind control. At the Crazy Dragons HQ, Pai's arms are tied as she is [illegible] Jeffry [illegible] former instructor [illegible] Akira.



ACT VIII – FINAL BOUT

The defeated Virtua Cops forces with Akira, Jacky, Sarah, Pai, Kage and Wolf against Lau. The Crazy Dragons leader is desperate and against the advice of his staff sends in his secret weapon – an experimental [illegible] called Dural.

COMMENT



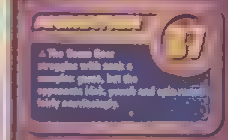
MARCUS

Another 8 meg Game Gear cartridge, and a big improvement over last year's so-so Garfield platformer. Of course, there's no way the Game Gear could ever present a true facsimile of Virtua Fighter, however many megs were packed into the cartridge, but what we have here is something that plays like a quality 2-D beat 'em up and looks a bit like VF, with a few of the moves preserved from the original. Although it might sound a bit daft, you're left with the impression of a having played something surprisingly faithful to the original. At the very least, this has got to be the finest traditional beat 'em up available for this ailing format.

COMMENT

STEVE

I'm sorry, but I couldn't bring myself to like this really. It's not that I'm comparing it to the Saturn version, which is pointless, it's just that I didn't find this any fun at all. The story mode provides a few chuckles when you play it first time around, but after that it becomes decidedly boring. And although a few of the moves that are part and parcel of the original are in here as well, a 2-D version of Virtua Fighter just doesn't work in my opinion. I can see why a lot of people will go for this, especially the Game Gear owners who feel let down by Sega, but the diehard [illegible] players out there might find Streets of Rage better value.



OVERALL

As Game Gear beat 'em ups go, this is top of the tree. But it's no Virtua Fighter.

ACCLAIM

NOW

TBA

SHOOT 'EM UP

REVOLUTION REVOLUTION

A

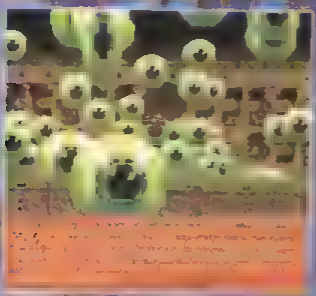
CARRY ON KILLING

The best bits are when Aerosmith appea[r] ... giantley big-headed form or appear on a video ... for you. Most of the sprites ... a better performance but there's ... classic moment when Tyler throws the keys of his car to you. Aerosmith's motor ... go...

TRACKER

GIRLS ON FILM

Aerosmith have always been infamous for their unashamed bimbo worship. Revolution X's gals, gals, gals, with blondes held captive on many levels. Free them of their bikinis and they'll teeter off-screen in their heels to get a bonus.



Part of Acclaim's charm is that they're quite capable of throwing up the odd stinker once in a while, and this is surely one. The close-up was bollocks, with no skill demanded and no sensible way of avoiding most of the [illegible] threats at you. It was a money grabber. The Saturn version doesn't keep gobbling coins, but it does retain the gameplay faults which are of Sun Andreas proportions. The graphics, particularly the video images of the band, are considerably grudier. If you already like Revolution X you're probably insane enough to ignore these comments. I won't deny that it made us laugh for a bit, but then we didn't pay forty quid for it.

While slumped, zombie-like, before this monumentally misjudged game, I pondered a number of thoughts. For example, does there come a point where truly convulsing games, like truly convulsing films, become so bad that they're actually quite compelling? Revolution X briefly elicits a strange curiosity about what lies around each corner – more bollox? more bigbox in gas masks? Or, thrill of thrills, will Mr Tyler actually talk to us? Needless to say, all such curiosity soon wore off and I was left with what can only be described as the most abysmal Saturn game it's ever been my misfortune to play. Avoid.

RELEASE YOUR LOAD

You don't have to reload your weapon at all in Revolution X. It's not even a sensible idea to take your finger off the trigger. The only limit in your firepower is the supplementary CD weapon. These 'platters slice through most things and are good for bosses, but must be replaced by recovering bonus discs from crates or the scenery.

CUTTHROAT ISLAND

"Ahoy there, shipmates, here's a rum scheme to make us rich!" growled the salty sea dog. His battle-weary crew gathered round to hear Captain Flim License speak. "This 'ere Cutthroat Island – I reckon there be a pretty penny to be made off the back of that."

"But it's pants!" shouted Roger, the cabin boy. "Shut up!" bellowed the Captain, silencing his men. "We're going to attack this one from all sides – bit of platform stuff, a minecart level and some Streets of Rage style brawling. How can we lose?" His men gazed up in disbelief. "How long have we got?" asked one of them. "I want the game out in March," growled the Captain. "But that's no time at all!" protested the man. "And with barely a ha'penny between us, how can we make the game work?" The Captain trembled with rage, the corners of his mouth foaming as he spat out his orders. "You scurvied sea dogs will do what you're told. It's a fine film, and it'll be a fine game. Get to it!"

Reluctantly, the sailors hoisted the Jolly Roger and the good ship Acclaim set sail for another voyage. "Well," one of the crewmen mumbled to another, "that's us scuppered."

RELEASE:	OUT NOW
PLAYERS:	1-2
BY:	ACCLAIM
MEG:	16
PRICE:	£39.99
GAME TYPE:	SLICE 'EM UP

GRAPHICS	19	EFFECTS	10
Shoddy, repetitive, backgrounds and poor environments.		Erm, now let me think...	
ANIMATION	16	PLAYABILITY	14
Not nearly fluid enough to cope with the sprites' demanding movements.		An endurance test that requires hardly any skill.	
MUSIC	15	LASTABILITY	12
Accordion-style sea shanties that are very basic by current standards.		Well, what do you think?!	

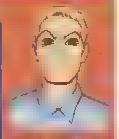
OVERALL 14

A half-baked film tie-in of the very worst order. Appalling.

SHIVER ME TIMBERS

Although Cutthroat Island is a game of several different styles and a number of different locations, most of the gameplay sees you beating up a procession of dim-witted opponents that stroll on to the screen and mill about in a fairly daft fashion. You can punch them up by selecting 'brawling mode' or skewer them if you choose to play in 'swashbuckling mode'. Whether you're in swashbuckling or brawling mode, you'll find the 'special moves' you earn after successful completion of each level come in handy.

COMMENT



Aaahhh! Real Monsters, Power Rangers and VR Troopers round it in as my least favourite Megadrive games. That was until I saw Cutthroat Island. I'd like to cut the throats of the people responsible for this. Just what were they thinking? In fact, this game is so bad that I don't even want to talk about it anymore. So, did anyone watch the Brit Awards then? Bit of a let down really, other than Jarvis's bit. Oh and what about...

STEVE

COMMENT

This must be my lucky month. Not only have I had to play Revolution X, a truly abysmal Saturn title, but I've had to endure Cutthroat Island, undoubtedly the worst Megadrive game I've ever had to review. Where to start on this one? Penetrating game design, dreadful animation, dull graphics...the whole sorry affair adds up to a real mess of a game that must surely rank as one of the Megadrive's all-time stinkers. That this tatty throwback should have been released by a company of Acclaim's stature is very worrying indeed.

THERE'S ONLY ONE PLACE YOU CAN FIND OUT

EVERYTHiNG

YOU NEED TO KNOW ABOUT YOUR SEGA SATURN...

...AND THERE'S ONLY ONE MAGAZINE THAT BRINGS YOU THE ABSOLUTE CUTTING EDGE OF GAMING TECHNOLOGY BOTH ON CONSOLE AND ARCADE.

● FEATURES ALL THE BEST GAMES CURRENTLY AVAILABLE FOR YOUR CONSOLE ● TIPS AND CHEATS FOR ALL THE TOP RELEASES ● UP TO THE MINUTE NEWS FROM AROUND THE WORLD ● THE ONLY MAG TO GET YOUR QUERIES ANSWERED DIRECTLY BY SEGA

PLUS! ● Tons of competitions, huge game guides, massive in-depth features, reviews, previews – just about everything you'll possibly need for life in the gaming fast lane!

SEGA SATURN

● OUT ON THE 22ND OF EACH MONTH ● ONLY £2.75 ● DON'T MISS OUT!

SEGA SATURN OUT NOW

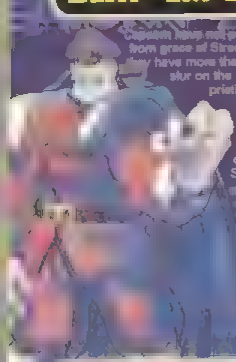
May. Month of local elections and dancing around large phallic poles in ancient fertility rituals, the celebration of labour and the warm kiss of approaching high summer. And, surprisingly, a few video games. This month we round up some absentees from 'Out Now' covering the last couple of months of shop-type activity.

VALORA VALLEY GOLF
VIRGIN
£44.99
1-8 PLAYERS
GOLF

Golf is a subject of interest in the video game sphere, almost as much as arcade sims are NOT VERY GOOD at Sega Rally, Virtua Fighter and Panzer Dragoon, to name but a lesser extend mums. Squares they may be, but they're enabled to know how the latest simulation fares in comparison to the others. Valora Valley is at once wildly [illegible] and utterly conventional. The layouts are [illegible] and attractive [illegible] Gremlin's [illegible] possess the same temporary magnetism. The wild card resides in the bizarre fantasy hole designs, some of which are mortally hard, and the [illegible] selection of special movie-experienced players are capable of [illegible] almost jovial on-course experience.

OVERALL 74%
As exciting as golf gets, but more than one course is required for true greatness.

STREETFIGHTER ALPHA
VIRGIN
£44.99
1-2 PLAYERS
BEAT 'EM UP



Capcom have not got it [illegible] from grace at Streetfighter: The Movie. Now they have more than made amends for that slur on the 'legendary' production's pristine conversion [illegible] accompanied [illegible] of the same name.

The basic action, graphic style [illegible] of the characters on screen. Back to the 1992 SF2 [illegible] with a level of game [illegible] enjoyment [illegible] amount of skill involved. If ever there was a game for the [illegible] up specialist, Alpha is it.

Virgin are releasing the game as the [illegible] and it should [illegible] firm [illegible] station. The [illegible] confirms that Capcom know [illegible] what they are doing within [illegible] field. We can now hope for some [illegible] titles of an equal quality.

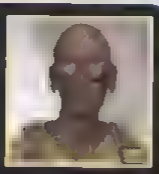
OVERALL 91%
Streetfighter Alpha more than fulfils the imperatives of a home conversion. It's damned near perfect.

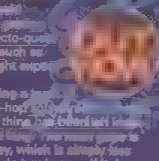
TOHSHINDEN
SEGA
£39.99
1-2 PLAYER
BEAT 'EM UP

[illegible]'s main reason for releasing this broaden the Saturn fighting game canon yet further, it we the first decent [illegible] station game [illegible] 1994, [illegible] decently executed, but is left looking miserable by the [illegible] Virtua Fighter [illegible] Tohshinden's scen [illegible] ence, you can [illegible] nt to some gameplay deficiencies: Tohshinden offers more complicated attacks than close combat, and is generally easier to grasp, but by any reasonable [illegible] there is no contest - get VF2.

OVERALL 71%
Takara's fairly anaemic rendition of fleshy 3-D fighting action. Few bangs and plenty of whimperings.

SHELLSHOCK
CORE
£44.99
1 PLAYER
SHOOT 'EM UP





There's something ultimately unsatisfying

TITAN WARS
BMG
£39.99
1 PLAYER
SHOOT 'EM UP

In 1000 years someone will up the BMG casket, find Titan Wars, blow the of ya ancient in the Temple ... cobblers". The mists of time will be unable to disguise the crassness of this old 3DO piece of ...

Should be retitled Titanic Wars, as this is a vast waste of anyone's time.

WIPEOUT
PSYGNOSIS
£39.99
1 PLAYER
RACING GAME

Tommy Lee for just £40. Get your kit out.

GEX
BMG
£39.99
1 PLAYER
PLATFORM

Crystal Dynamics ... the video game ... seen award yet ... for the ... Saturn ... releases. There aren't ... lot of platformers on the ... machine yet, but a ... of Johnny Bazooka ... varied and ...

Vermin often make good platform game characters, but this only Gex on our nerves.

MEAN YOB

Attention: if the Prince Harry/Chris Eubank soundalike who keeps ringing up happens to be reading, we are getting very annoyed with you. Not only did this bloke fall for CVG's Pedro/Ultimate MK 3 April Fool (they said you could get Ultimate on the Playstation version of MK3), he also called the deputy editor (Tom Guise) an idiot and slammed the phone down. Then, to top it all off, he phoned us up, having seen our next month 'Gamespotting' page in Saturn mag, and asked whether Mean Machines was making a new magazine called Gamespotting. So, if you are reading, then head these words of advice. Get a degree in common sense at Eton or wherever you go, and try phoning up with something original.

Everyone else, send your letters to PONCE ROYAL MAILBAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

HAVING A BAB

Dear Yob
You are a little monkey spanker whose life has amounted to the equivalent of a pile of baboon crap in the corner of a round room. In the May (no. 43 copy of MMS, you admitted to knowing what happens to crud after it has come out of that hole that call my arse and you call your mouth. So you must be one of those sad trainspotters that turd into their hand and watch in excitement as it goes dry and flaky.
Well if you are not insulted yet, hear this. When you were born Lassie (I mean your mum) was doing a bab when you plopped out and she accidentally mistook you for a bog brush because of that sad bit of arse fluff you call "hair"
PS. If you take the p*ss out of my name, as people often do, the I'll hunt you down, rip off your balls (if you have any), feed them to next door's rabbit and post them back to you after it craps them out. Even then they probably wont be any bigger
Adam Lowe, Wakefield, Yorkshire
YOB I could start getting into insults about you and your mum, and how I saw her being washed down the drain with all the other bits of clag. Oh, I forgot, you haven't got any water in Yorkshire

ANGRY READER STRIKES BACK!

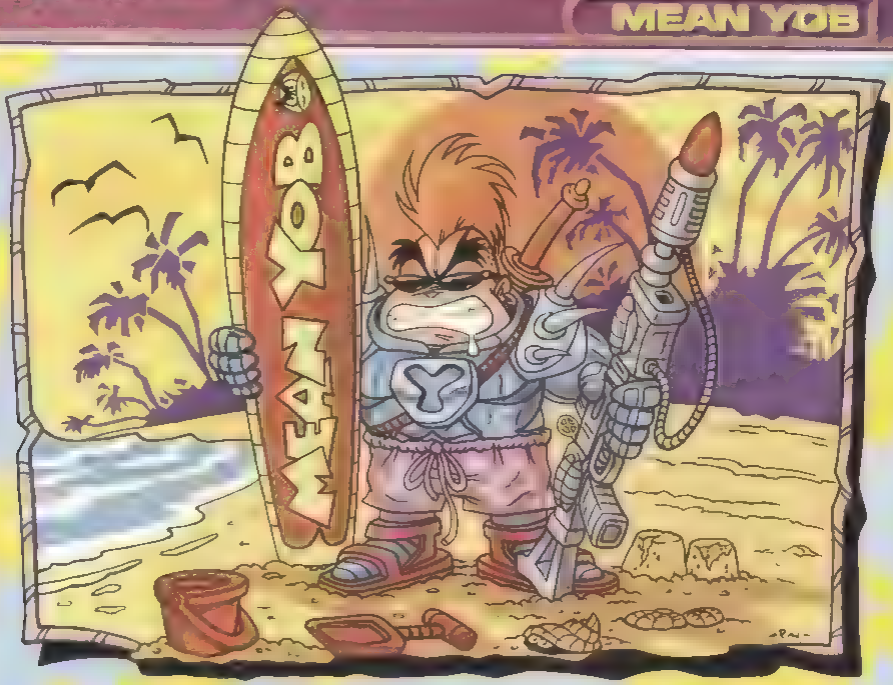
Dear Yob,
How much I laughed whilst reading the turd encrusted letters of Chris Purdie. David Jenkins and er, the 'sex god'. Do life forms and scum like this really exist? I really did want to start this letter off politely with frolicking bunnies and the like but oh no. I can't pass up on the opportunity to take the p*ss out of some of the more vomit-inducing readers of yours.
Hello Mrs Chris Purdie (a big fan of

Another brilliant drawing done by by the talented Paul Johnson. This was the last drawing he did before Yob. Keep them coming in!

the Avengers are you?), or should I say Mr Festering Turd stuck to a donkey's (probably his mum) hot and sweaty rectum, who has a severe diarrhoea problem? Anyway, how dare you send a letter of utmost importance' talking about yourself to the hallowed, sacred pages of MMS. I bet if you found a dog turd on the pavement you'd probably eat it thinking it was a Mars Bar. Just sod off to whichever radioactive sewer you came from. Next on my hit list is an anorak fiend who hides under the title 'sex god'. Yeah right, in your dreams. Shame it can't tell that that your face looks like the crusty bits of a baboon's hairy butt, can it? Birds don't crap on your flea pit, as it's not worth crapping on. Now be away with you, you sad pimply git. Now, David Jenkins. Did you ever go to school? I doubt it. You were probably stuffing your greasy face with chips whilst simultaneously (look it up, monkey face) giving the mannequins in the windows dirty looks. Bring back happy days does it? You are beyond help and should be duly fed to the to your brother (you know, the thing your mother grew in a petri dish alongside you). At least Mean Yob and everyone else can have a good laugh at your pathetic attempts at trying to string three letter words together unsuccessfully. Now bloody well sod off before I shove something VERY painful up each of those oversized rectums of yours. Oh, yeah if you EVER venture out of your crappy hole, just watch your backs.
Neil Ramsden, West Wickham
YOB Are you the Rectum inspector or something? You seem to have quite a fixation for them. Anyway, I referred this letter to the National Examinations of Rectum Disorders (or NERD for short) and they agreed that you have a serious problem. The people from ANUS (Association for Nerds Under Stress) will be round for you in the next few days. Live long and prosper, plebbo.

JOHNSON IS BACK!

Dear Yob,
Oil If you want someone to bore you to death, ask our beloved Prime Minister to write an article on frozen peas. Anyway, I was looking back over my copies of MM to the good old days when people used to actually write interesting letters, not just the usual "Yob, you are fat and smell and my mummy said you're bad." Yes there were a few insults, but at least they were amusing (and even funnier when the Nintendo owners wrote in saying "tell my mate that Mario's better than Sonic 'cos all my friends like Mario and I do too") So come on kids! No wonder the letters page has shrunk when no-one writes anything worth tearing up and making a papier maché, CD32 out of (Heh, that was funny too... the good old Amiga/Sega wars...). Besides, I'm sick of people turning out the same old festering putrid crap all the time. Infinite clones on VF1 and SF2 are really getting annoying now, and the word 'originality' doesn't seem to be in the 'Ye olde Dictionary of Games Designers' anymore. That's why I'd like to pay homage to 2 software houses Treasure and Core. Impressive track records don't you think? All they do is release brilliance and originality all of the time, without even stopping to go to the crapper even after a particularly hot chili. Treasure haven't released a bad game, and Core have only made one bad game in their history (Shellshock). Bleedin' damn good jobs all round so lets have a round of applause (Clappa Clappa-Clap).
One more thing, Toy Story. Well, we always knew that Disney weren't very good at drawing by hand (No shading at all. Oh well...) but cheating completely and doing the whole sad thing by computer just shows even more lack of talent. And to finish, I say this. You want computer graphics? Watch Ghost In The Shell. James Cameron recommends it saying "The first truly adult animation." If however, you're 6 years old, go and see Toy Story. If it doesn't clash with Home and Away, or Playbus.
Paul Johnson, On board the train to reality.
YOB Zzzzzzzzz. Huggmpp. Tup, tup. Sorry, I just nodded off there reading this essay. I thought something nasty had happened to you (like you got a life), as we hadn't heard from you for a while. PJ –



by the way, how's Duncan? We didn't realise you'd gone solo.

CONCERNED BEEF EATER

Dear Mean Yob,
I would like to know why your hair is so naff. And why do you always dribble in your pictures? I would also like to know all the cheats for MK1, MK2 and MK3, and if you don't give me them, I'll rip your arms and legs off, then I'll rip all of your insides out and show them to the whole wide world!!! Lastly, I'll put a gun to your head and blow your brains out. I'll write back soon, you fat git!!!
PS. Have you got Mad Cow disease?
Mark Henshaw, Walton, Peterbrough

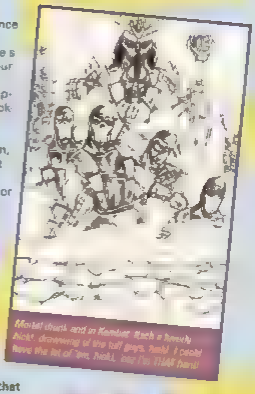
YOB Mr Henshaw. Please stop writing in. Ever couple of weeks we receive a batch of letters from him, some for Q&A, and others for me. All of them are asking the same sort of thing (apart from this one) and are worthless. And you have the writing of a lobotomised pig with a nervous twitch in its trotter. Sort your life out pal.

I think this guy has been drinking more than just cups of tea! He looks very pissed!

FAT LITTLE WELSH

Meanest Yob
I am writing to you as I have a lot in common with you. I am a sad, surf mad, drooling midget with a bog brush for a head (ha, ha). I've got some questions you can answer for me.
1. Why are your flunkies always showing Saturn reviews, and for the past few months only a couple of Megadrive, 32X or CD games?
2. An American sociologist once said, 'A man with a big toy is boasting, or trying to imply he's got a big todger.' Which is your reason?
3. Why are you so small? I suppose it could be handy for looking up girls skirts, or butting your enemies' shins.
4. Do you insult people for fun, or are you so dumb you don't know any answers?
5. Do you go on nature trips, or are you afraid you might get swallowed like the bug you are?
I.Q. Llanfairfechan, Gwynedd

YOB Here's a surprise. Someone from Wales trying to be funny and failing dismally. 1. The reason is that there are far more Saturn games coming out at the moment than Megadrive games, pillock. 2. And you're the sort of bloke who goes round telling everyone that quality and not quantity is what matters. The sure sign of a minute willy. 3. I bet the girls ask you the very same question. 4. I'd answer your questions if you were clever enough to come up with any. All you can manage is some babble about an American Sociologist. Who cares? 5. Funny.


Mental! Death and an Aardvark. Such a heavenly duo! Discovering of the tall grass band. I could have the lot of 'em, hook, line and stinker here!

Ended on a bit of a low note there, but I can't always have the perfect page. Something Welsh always seems to creep in. Never mind. Baaaa.

Q&A

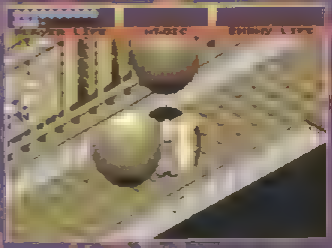
I'm doing my best to answer all your questions this month, and with our contractual contacts at Sega, I'm best placed to do that. Some of the maybe, possibly answers might be annoying, but the industry gets quite secretive at this point of the year – just weeks before the big Spring show. I'll be at the Los Angeles E3 show in May, when the true line-up on Saturn and Megadrive up to Christmas will be revealed. Meanwhile send your missives to STRESS Q&A, MEAN MACHINES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

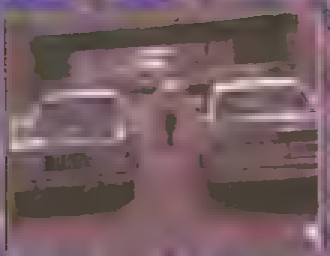
JANICE

WARRIOR

STARLEN

ZEUT





much essential.
2. Depends which game. Games use up a certain amount of the RAM memory units, according to how much data they require to have a position. Games like Sim City need vast amounts of memory, whereas Virtua Cop cartridges, for example, require a minidigon. Most games use small amounts to record high scores.
3. Of the newest games, I'd get Wipeout, Magic Carpet or Streetfighter Alpha. Watch out for Vampire Hunter and Panzer Zwei – there's tons of brilliant stuff out there!
4. We keep them in a library, sorry.
5. Is that an attempt at humour?
6. Thanks, but I like to draw a paycheque.

PROF. BUNSEN

2. It's likely going to be a Theme Hospital, if so it is going to seem outdated on the Megadrive.
3. There's going to be a Super Street Fighter 2 for the Megadrive!
4. Should I get a Saturn or should I wait for the Ultra 64?
5. Do you know how I can get New

Dear Sad Friends, Guilty

[illegible] news exclusive:
1. Theme Hospital is nearly complete on PC, so a Saturn version should be on the way!
2. No plans from Codies to get a Saturn – look out for Fighting Vipers, Virtua Cop, etc.
3. See our back issues number on the editorial masthead. Smash phone and ask.

SERAPHIT

Dear Chaps, Wotlark

GUS: 1. About twenty quid

think it is. It's not coming out here!

on memory size)
3. About 120 have been released but you'll be hard pressed to find a selection of more than 20 in many shops.

MISS PIGGY

Dear Gir

Soccer in the near future
When you beat a 12 Hit combo

4. My mate Daniel wants a Playstation for Christmas. Will you tell him that he's a nutter, and that Sega are the best!
5. Do you like NBA basketball, if so which team(s) you support?

Dear Sony Centre for Chicago

HEAVEN

Dear Gir

RUBY

ANIMAL

Dear

Issues 41 and 42

Let's hope there's nothing there to upset our friends at Hedgehog Towers. Even if there is, stuff them all, I say.

mega mart

containing up to 20 words! Or if you've got

here's my message for the MEGA MART...

Fill in this box for £1.00 (20 words)

Fill in this box as well for £2.00 (40 words)

name

address

MEGA MART is for private advertisers only. Anybody sending in a trade advert will not have it published.

on 0171 972 6700 now

mega mart

Mean Machines Mega Mart is for private advertisers – trade adverts will not be published!

TO SWAP Ballz or Mickey Mania For your Primal Rage or Brian Lara Cricket. Desperate Phone John on : (01953) 455930

WANTED: Does Anyone have a Zero Tolerance Link up Cable? Will pay any reasonable price ! Ring : (0121) 608 4910 after 6pm

SEGA SATURN Games, For Sale Various titles Tel : (01707) 268285

32X MEGADRIVE Mega CD Menacer Four controllers 37 Games boxed all instructions. All excellent condition Phone : (01782) 515009 after 5pm £395

THE DEAL OF THE CENTURY Mega Drive II and Mega CD II with two joypads 8 MD II Games, 2 MCD II Games for the prize of £10,000 But for you £225 In excellent condition please contact Rupert after 4pm on: (01273) 880941

FOR SALE SEPARATELY or as customisable bundle : 32X Mega CD 2 Game Gears, Megadrie PGA Golf II and Wonderboy accessories and the best games available for each platform ! Any reasonable offer considered ! Ring Robert for details after 7pm on : (01737) 833664

MD, M-CD, 32X PLUS Menacer, Four joypads, American convertor, 25 games, 3 demos. Will sell for £300 (0121) 526 4449

MEGADRIVE AND MEGA CD For sale. Two joypads sixteen games including FIFA 96, Skidmarks, Premier Manager, Snatcher, Rebel Assault and many more. £350 ono All in very good condition Phone : (01628) 482355 and ask for Steven after 6.30pm

WANTED DUNE OR DUNE 2 for the Megadrive Contact : Jamie Stephens (01452) 410081

MEGADRIVE/ 32X/CD For sale with 18 games including FIFA CD, Eternal Champions, Virtua Fighter, MK II, Lethal Enforcer with gun and two Six pads and two three pads all for £350 ovno Phone Eddie on: (0181) 244 8529 / (0589) 322692

MEGADRIVE FOR SALE : Two controllers, Leads. Manuals, original boxing and Ten games! Alisia Dragoon, Golden Axe 1 & 2 Marble Madness, Mortal Kombat, Outrun, Rolling Thunder 2, Revenge of Shinobi Barts Nightmare, Super Wrestlemania All mint condition ! £100 Tel Darren :(01865) 777685 after 7pm.

32X WITH STARWARS and MK2 for £60. With only one game £50. MD with 7 games £110. MD games include Earthworm Jim, Syndicate and Micro Machines 2. All boxed. Call James on (01372) 4686742 after 4.30pm any day. Whole lot £150.

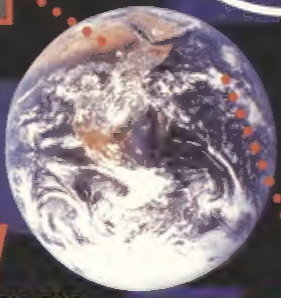
MEGADRIVE 2 FOR SALE with 16 games including FIFA 96, Cannon Fodder, Chaos Engine with 5 controllers including 1 turbo and Arcade powerstick. In perfect condition worth £650 will sell for 3220 Call Andrew (0181) 657 4673

MEGADRIVE 1, MEGA CD2, 2 joypads (1-6 button), 4 play adaptor, 12 games including Snatcher, Rebel Assault, FIFA. Excellent condition£280 Phone Steven : (0151) 734 52012

MD WITH 2 6 BUTTON Controllers with 5 games including S.D.T & Eternal Champions. Worth £190 se ll for £100 ono (01803) 323245

BRINGING YOU THE E3 SHOW IN ISSUE 45: SIMULATION OF MEAN MACHINES INTERNATIONAL DATA TRANSMISSION SYSTEM

Hi Claire, darling. It's absolutely baking here in LA. I'm at Tom Kalinske's gaff at the moment. Yes, he says we can do Sonic 3-D on Megadrive this month. So make sure you leave room between the Loaded review and the Die Hard feature.



NEXT MONTH

MEAN MACHINES IS AT THE BIG ONE: E3 IN CALIFORNIA, GUESTS OF SEGA. NEWS ON EVERY MAJOR SATURN AND MEGADRIVE PROJECT FOR THE REMAINDER OF 1996. ALSO TOMB RAIDER, NINJA, ACTUA GOLF, SPACE HULK, JEWEL OF THE ORACLE AND MUCH MORE.

ON SALE 3RD JUNE GMT

Gus, sweetie, it's so good to hear from you. Have you written your show report yet? What's happening with Virtual On and Fighting Vipers? Right, I'm off to design Destruction Derby. Prince Harry's on the other line.

GAMEplay PRICE! CHOICE! QUALITY! SERVICE!

THESE HAVE MADE US ONE OF THE LARGEST SUPPLIERS OF COMPUTER GAMES IN THE COUNTRY!!

OUT OF THIS WORLD SATURN PACKS AT DOWN TO EARTH PRICES!!!

PRICES INCLUDE FREE NEXT DAY DELIVERY TO MOST AREAS IN THE UK (SUBJECT TO STOCK)

We only sell genuine UK machines, not european imports, all machines are fully guaranteed for 12 months by Sega and we offer full after sales support. If your machine develops a fault we will COLLECT IT FROM YOUR DOOR FREE OF CHARGE

VIRTUAL WRITE-OFF Saturn & Sega Rally	£279.99
VIRTUAL DEATH Saturn & Virtua Fighter 2	£274.99
VIRTUAL SPEED Saturn & Daytona	£259.99
VIRTUAL HEAVEN Saturn & Panzer Dragoon	£259.99
VIRTUAL ECSTASY Saturn & Sega Rally & Virtua Fighter 2 & Virtua Cop	£344.99
VIRTUAL BOREDOM Saturn with no game	£239.99
BUY AN RF LEAD at the same time as a Saturn for just	£16.99
BUY A SECOND PAD at the same time as a Saturn for just	£12.99

COMING SOON ON THE SATURN

ROAD RASH by ELECTRONIC ARTS

SHINING WISDOM by SEGA

ULTIMATE MORTAL KOMBAT 3 by GT

SPACE HULK by ELECTRONIC ARTS

PANZER DRAGOON ZWEI by Sega

Guardian Heroes

Dungeon Keeper

Deadly Skies

Legend of the Thor

SATURN GAMES

F1 Championship, Mystaria, X-Men, D, Wipeout, Streetfighter Alpha, Magic Carpet, Toh Shin Den, True Pinball, Virtua Fighter 2, Sim City 2000, Virtua Cop, Golf, Hi Octane, Theme Park, Wing Arms, Sega Rally

Daytona Racing	£24.99
Loaded	£CALL
Magic Carpet	£36.99
Mansion of Hidden Souls	£37.99
NBA Jam Tournament Edition	£41.99
Panzer Dragoon	£24.99
Sega Rally	£43.99
Sim City 2000	£36.99
Streetfighter Alpha	£CALL
Virtua Fighter 2	£38.99
X Men - Children of the Atom	£36.99

SATURN TOP TEN

1. XMEN
2. VIRTUA COP+GUN
3. SEGA RALLY
4. MYSTARIA
5. THUNDERHAWK 2
6. SIM CITY 2000
7. VIRTUA FIGHTER 2
8. FIFA SOCCER '96
9. WING ARMS
10. WIPEOUT

ACCESSORIES

Official Sega Saturn Control Pad; Phase 9 Odyssey Pad; Multi-Player Adaptor; Virtua Stick; Arcade Racer Steering Wheel; Light Gun (for Virtua Cop) £22.99

SATURN RELEASE LIST

FOLLOWING IS A LIST OF PROVISIONAL RELEASE DATES FOR FORTHCOMING RELEASES. PLEASE REMEMBER THESE ARE INTENDED AS A GUIDE ONLY AND WE CANNOT BE HELD RESPONSIBLE FOR ANY CHANGES OR DELAYS.

Baku Baku Animal	July
Blam Machinehead	Mid May
Deadly Skies	June
Defcon 5	End April
Doom	September
Euro 96	June
Guardian Heroes	May
Hexen	August
Legend of Thor	End May
Loaded	June
Mortal Kombat 3	End May
Panzer Dragoon ZWEI	June/July
Shining Wisdom	End May
Spycraft	August
Starfighter 3000	9th May
Swagman	July
Tunnel B1	24th May
Viper	28th June

MEGADRIVE

Cool Spot goes to Hollywood	£29.99
Earthworm Jim 2	£36.99
Mega Games 1 - World Cup Italia '90, Columns, Super Hang On	£19.99
NBA Live '96	£36.99
NFL Madden '96	£36.99
NHL Hockey '96	£36.99
PGA Golf Tour '96	£35.99
Street Racer	£32.99
Virtua Racing	£32.99

SONY PLAYSTATION

FULL RANGE OF GAMES AND ACCESSORIES AVAILABLE AT BRITAIN'S LOWEST PRICES. PLEASE CALL

£276.99

Actua Soccer	£37.99
Alien Trilogy	£36.99
Doom	£35.99
Need for Speed	£36.99
True Pinball	£35.99

MEGA CD

Mega CD 2 + Eternal Champions	£114.99
Eternal Champions	£19.99
Shining Force	£24.99
Soul Star	£19.99
Theme Park	£33.99

GAME GEAR

Micro Machines 2	£26.99

32X

SPECIAL OFFERS

Virtua Fighter	£24.99

ATARI LYNX II

70 Titles Available + Accessories - Call!!

FREE MEMBERSHIP - All Prices include VAT.

01924 473157 SALES HOTLINES OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 01924 420060 (24 HOURS A DAY)

Please ring to confirm availability before ordering as many special offers are limited stock & some games may not yet have been released.

GAMEplay — Cut Out This order form and post to: GAMEPLAY, 513 BRADFORD ROAD, BATLEY, W. YORKSHIRE WF17 8LL.

Name: .... Customer No: ....

Address: ....

Postcode: .... Signature: ....

Tel: .... Fax: ....

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐

Card No: .... Expiry Date ../.. Issue No. ..

Item	Format	Price
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Cheques payable to 'Gameplay'

ME5(6)

BATSMAN RETURNS.

BRIAN
LARA ★ 96
CRICKET

THE VIDEO GAME SEASON BEGINS MAY 17.

Hit and run through all-new **County**, **World Cup** and **Historic Cricket** complete with **Practice** nets to get in shape for an **International Test**. Featuring 300+ cricketers, the full **team and player editing** facility lets you pick the squad and save info to the massive **NVR Back-up**; even **save games** during play! Up to **four-players** can pad-up for the box-busting gameplay and get hit for six!

"AS CLOSE TO A PERFECT CRICKET GAME AS YOU COULD POSSIBLY HOPE FOR" 90%, MEAN MACHINES

Sportsmaster
WORLD CLASS PLAYERS

Codemasters pure gameplay MEGA DRIVE

This game is not endorsed by the cricket authorities nor Brian Lara. © The Codemasters Software Company Ltd. ("Codemasters") 1996. All Rights Reserved. Codemasters, Sportsmaster, and Brian Lara Cricket '96 are trademarks being used under license by Codemasters Software Company Ltd. Other rights are used and reproduced under license from Leading Brands Limited. Sega and Mega Drive are trademarks of Sega Enterprises Ltd. Codemasters is using the trademarks pursuant to a license.